HD-008 DIGITAL DRUM

USER'S MANUAL

CAUTION

CAUTION

Any changes or modifications in construction of this device which are not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

WARNING

When using electrical products, basic safety precautions should always be followed, including the following:

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.
Also, this equipment has been tested and found to comply with the limits for following standard:
EN55022-2006
EN55024:1998/+A1:2001/+A2:2003
EN55013:2001/+A1:2003/+A3:2006
EN55020:2007
EN61000-3-2:2006
EN61000-3-3:1995/+A1:2001/+A2:2003

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

TAKING CARE OF YOUR DRUM

! DO NOT ATTEMPT TO OPEN THE UNIT OR MAKE ANY CHANGE IN THE CIRCUITS OR PARTS OF THE UNIT.

SERVICE AND MODIFICATION

This product should be serviced by qualified service personnel when,

- the power supply cord or the plug of the adaptor has been damaged,
- liquid has been spattered into the unit or it has been exposed to rain,
- the instrument does not appear to operate normally or exhibits a marked change in performance,
- the instrument has been dropped or the cabinet has been damaged.

HANDLING AND TRANSPORT

- Never apply excessive force to the controls, connectors, pads or other parts of the instrument.
- Always unplug cables by gripping the plug firmly, not by pulling on the cable.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the instrument can result in scratches and/or more serious damage.
- Carefully check the amplifier volume control before stating to play. Excessive volume can cause permanent hearing loss.

CLEANING

- Clean the unit with a dry or light-wet soft cloth. Do not use paint thinner or petrochemical based polishes.

LOCATION

- Do not expose the drum to the following conditions to avoid deformation, discoloration, or more serious damage,

- direct sunlight (near a window),
- high temperatures (near a heat source, outside, or in a car during the daytime),
- rain or excessive humidity,
- excessive dust,
- strong vibration.

- The unit shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the unit.
- The drum contains digital circuitry and may cause interference if placed too close to radio or television receivers. If interference occurs, move the drum further away from the affected equipment.

POWER

- Only use attached power adaptor.
- Turn the power switch off when the drum is not in use.
- To avoid damage to the drum and other devices to which it is connected, turn the power switches of all related devices off prior to connection or disconnection of audio cables.
- Turn the power off if the main cable of the adaptor is damaged or the instrument is spattered with liquid.
- Do not switch the unit on and off in quick succession, this places an undue load on the electronic components.
- Unplug the AC power cord during an electrical storm.
- Avoid plugging the AC adaptor into the same AC outlet as appliances with high power consumption, such as electric heaters or ovens.

CONTENTS TABLE

CONFIGURATION 1
INSTALLATION 2
KITA.....2
KIT B.....5
SOUND MODULE 10
Control Panel 10
Back Panel 11
PLAYING PAD 12
DRUM KIT 13
SONG 14
Demo Song 14
User Song 15
METRONOME 16
Metronome 16
Tempo 17
DRUM KIT EDIT 18
Select kit for editing 18
Enter the Edit Mode 19
Select part to edit 20
Select parameter to edit 20
Edit the parameter 20
Edit another parameter or part 20
Complete the edit 21
STRIKING COUNT 22
SETUP 23
Accompaniment Volume for Demo 23
Percussion Volume for Demo ...23
Master Tune 24
Count Sesitivity 24
Equalizer 24
Advanced Parameter Edit 25
Sesitivity 25
Dynamic Range 26
Trigger Corve 26
Cross Talk 26
Hi-Hat Pedal setting 27
Reset 29
RECORD 30
Record 30
Play back User Song 30
Erase User Song 31
MIDI & USB 32
KIT LIST 33
VOICE LIST 34
SPECIFICATIONS 38

CONFIGURATION

This electronic drum kit has two optional configurations. The sound module is the same, the rack/ pad system has two types. The table below lists the differences between Kit A and Kit B.

	KIT A	KIT B
Tom	Without rim	With rim
Ride	Without edge	With edge
Rack System	Smaller	Larger

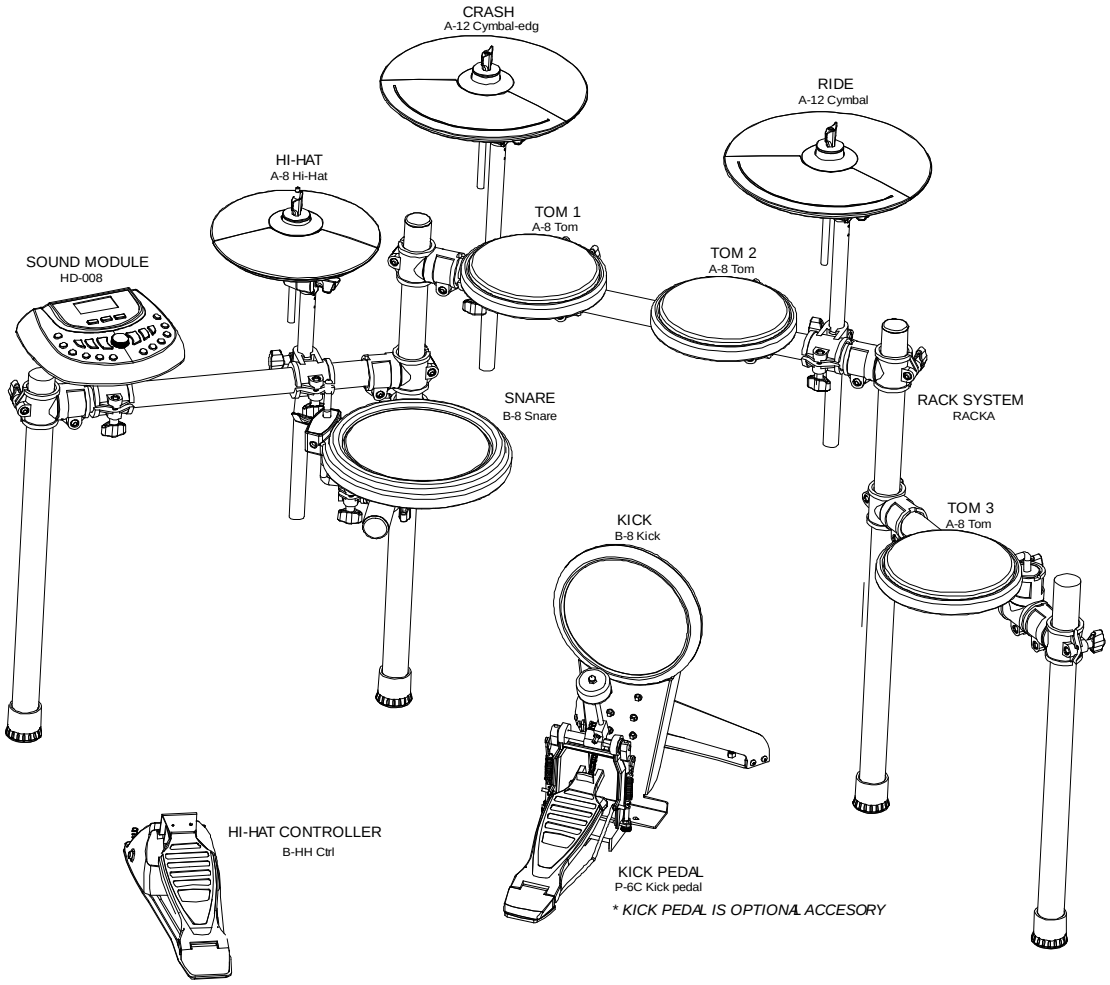
Tom pad in Kit B has rim shot feature, but Kit A not.
Ride cymbal in Kit B has edge strike and choke features, but Kit A not.

This manual is universal for both Kit A and Kit B. Some contents are for Kit B only. They are indicated by "**Note:**" ,
Please read carefully to suit your Kit.

The installation of Kit A and Kit B is different. Please read the next chapter for details.

INSTALLATION

KIT A



The drawing shows complete drum kit after your installation.

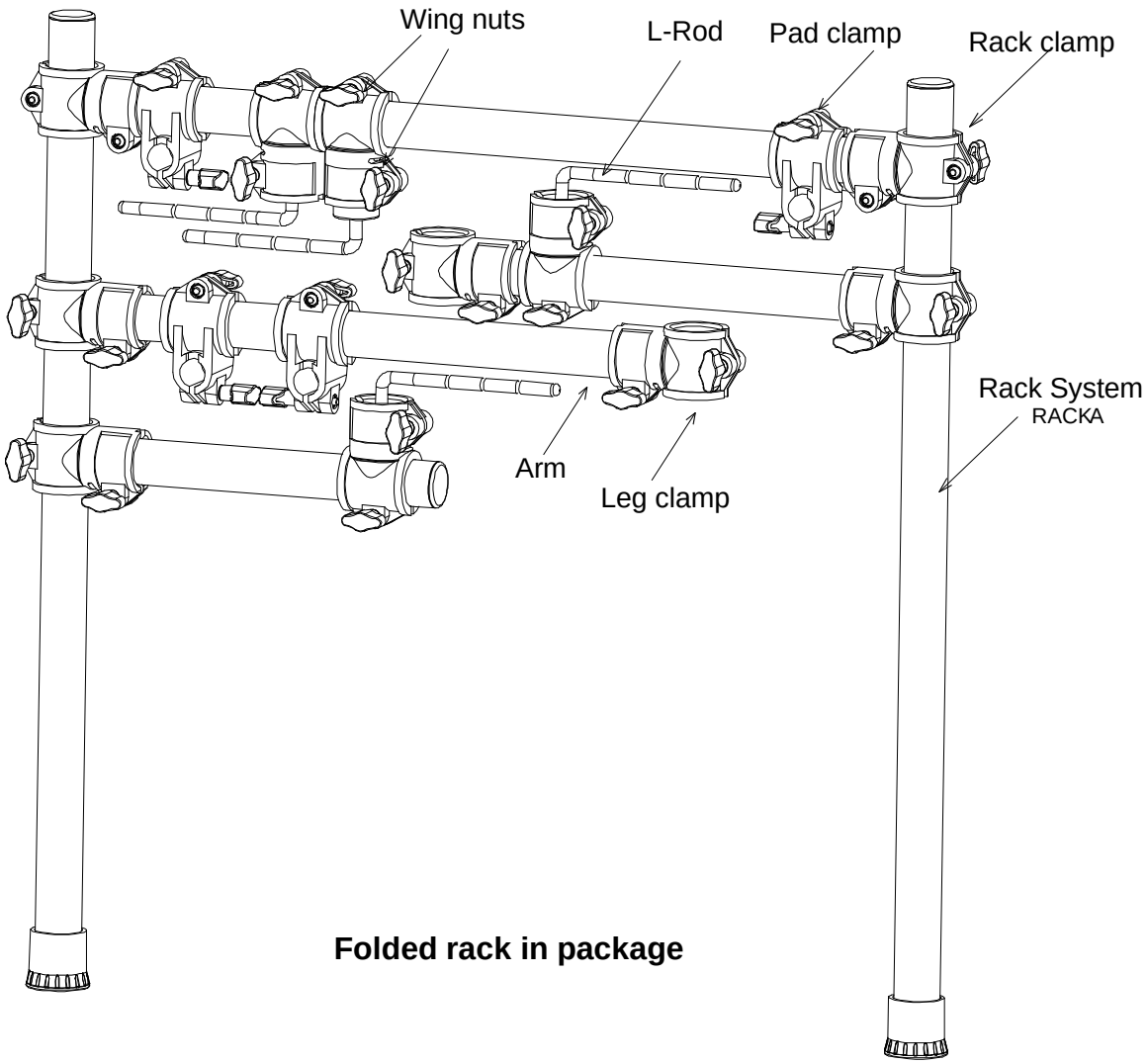
Each drum pad, cymbal pad and Hi-Hat control pedal has its part number underneath the part name for your reference in installation. The part number is printed in part packing box.

Power adaptor and connection cables are not shown in the drawing.

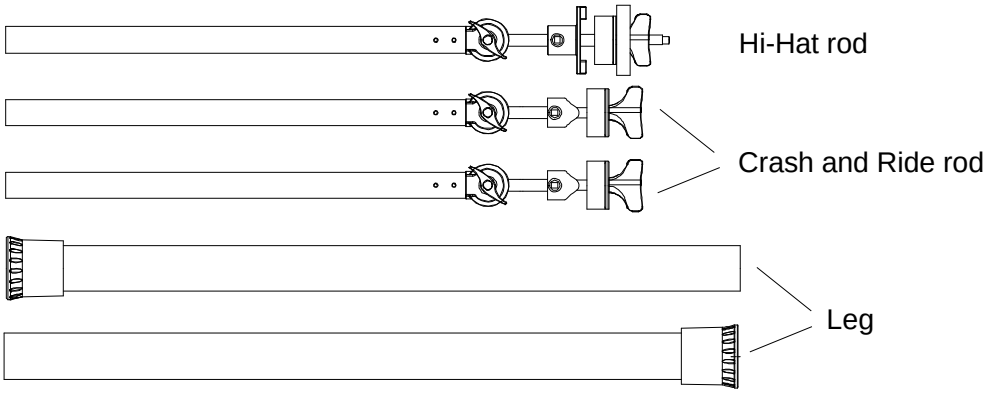
INSTALLATION

KIT A

RACK SYSTEM



Folded rack in package



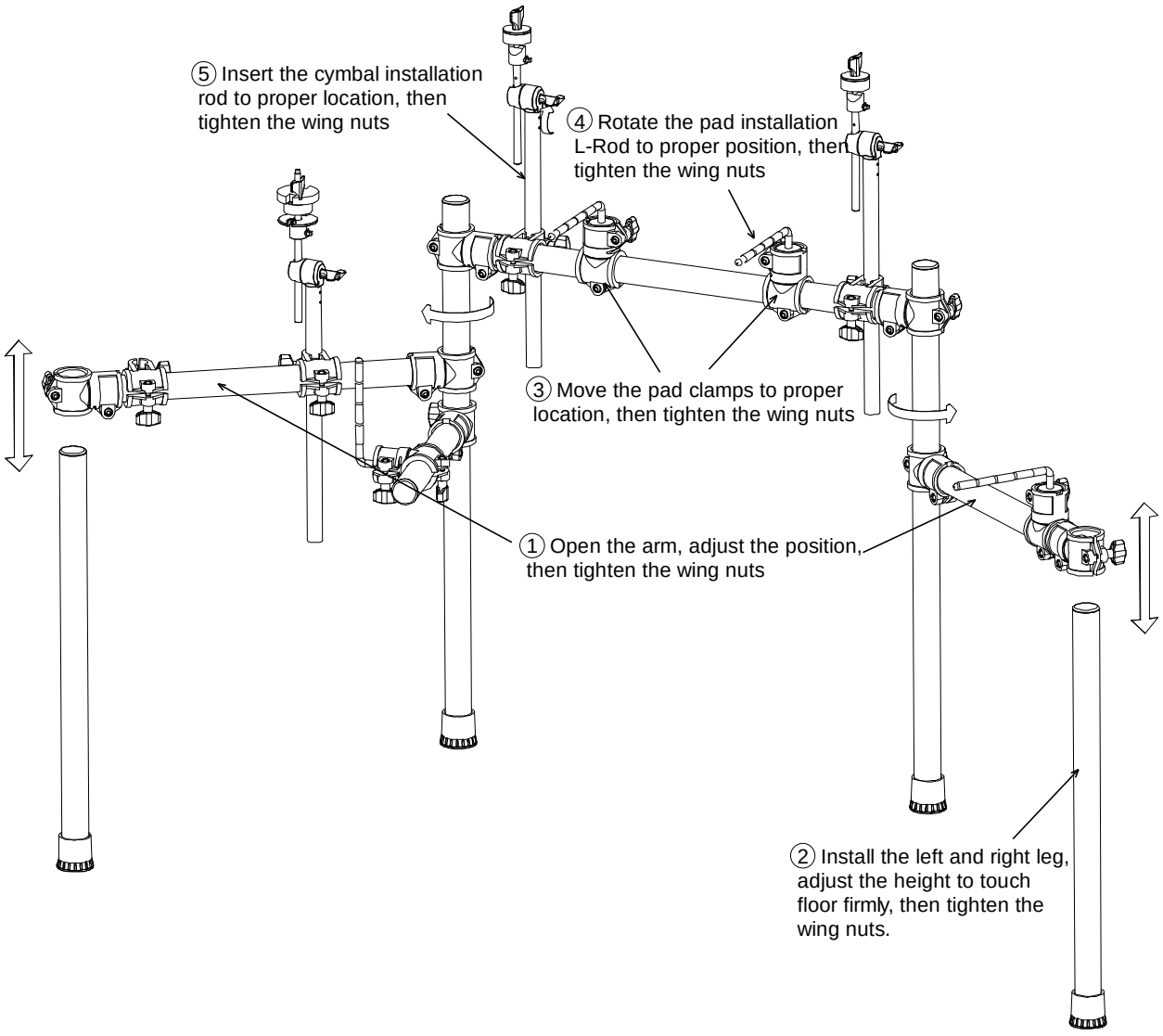
You can find all of these components in RACK SYSTEM RACKA package.

Note: Please note that the Hi-Hat control pedal is also packaged in this box.

INSTALLATION

KIT A

RACK INSTALLATION

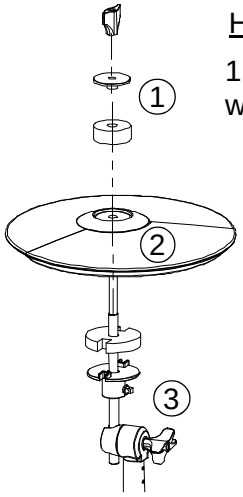

⑤ Insert the cymbal installation rod to proper location, then tighten the wing nuts
④ Rotate the pad installation L-Rod to proper position, then tighten the wing nuts
③ Move the pad clamps to proper location, then tighten the wing nuts
① Open the arm, adjust the position, then tighten the wing nuts
② Install the left and right leg, adjust the height to touch floor firmly, then tighten the wing nuts.

1. Loosen the wing nuts in the arm clamps. Open the arm, adjust the position, then tighten the wing nuts
2. Loosen the wing nuts in the leg clamp. Insert the left and right leg into the clamp, adjust the height to touch floor firmly, then tighten the wing nuts.
3. Loosen the wing nuts in the clamp. Move the pad clamps to proper location, then tighten the wing nuts
4. Loosen the wing nuts in the clamp. Rotate the pad installation L-Rod to proper position, and then tighten the wing nuts
5. Loosen the wing nuts in the clamp. Insert the cymbal installation rod to proper location, and then tighten the wing nuts

INSTALLATION

KIT A

COMPONENTS INSTALLATION

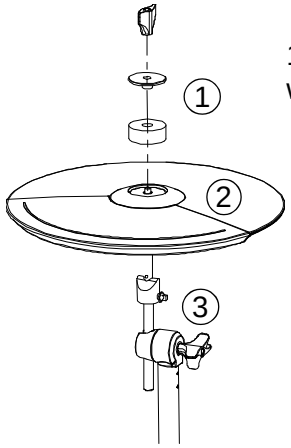


Hi-Hat Installation

1. Remove the wing nut, washer and felt pad

2. Put the Hi-Hat into the rod, then attach parts removed in the stet 1. Fasten the wing nut.

3.Adjust the angle and height of the rod then tighten the wing nut.



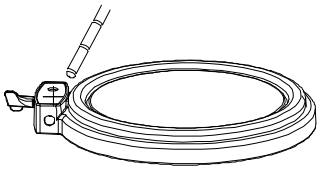
Crash and Ride Installation

1. Remove the wing nut, washer and felt pad

2. Put the cymbal pad into the rod, then attach parts removed in the stet 1. Fasten the wing nut but not too tightly. It allows the pad a little bit wobbling like real acoustic cymbal.

Note: Crash and Ride has different part number. Please refer to indication in the page 2.

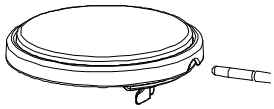
3.Adjust the angle of the rod then tighten the wing nut.



Snare Installation

1. Insert the snare into the snare installation L-Rod, then tighten the wing nut.

2. Adjust the angle of the L-Rod then tighten the wing nut.

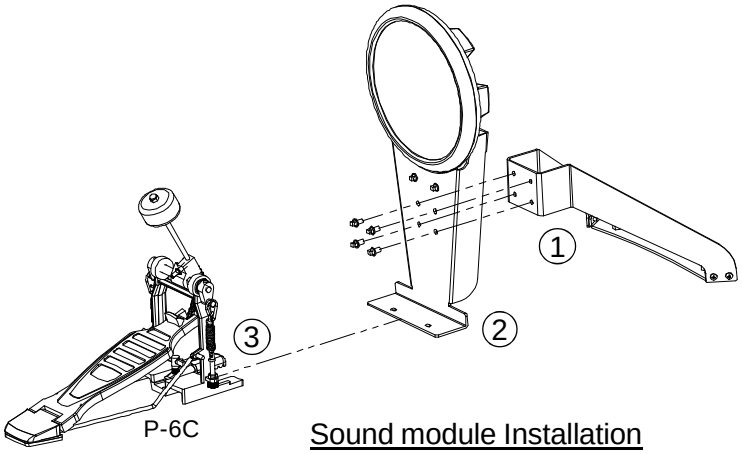


Tom Installation

1. Insert the tom into the tom installation L-Rod, then tighten the wing nut.

Note: All toms use the same pad.

2. Adjust the angle of the L-Rod then tighten the wing nut.



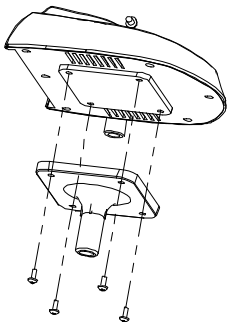
P-6C

Kick Installation

1. Align holes in support ① and stand ② then insert bolts and fasten with attached key.

2. Insert tongue of the kick stand into slot of the pedal ③. Tighten the wing nut on the pedal level to fix it.

Note: Please refer to page 9 for pedal P-6C installation.



Sound module Installation

1. Align holes in supporting board and sound module then insert screws and fasten it.

2. Insert rod of the supporting board to the clamp, then tighten the wing nut.

Finalizing the Installation

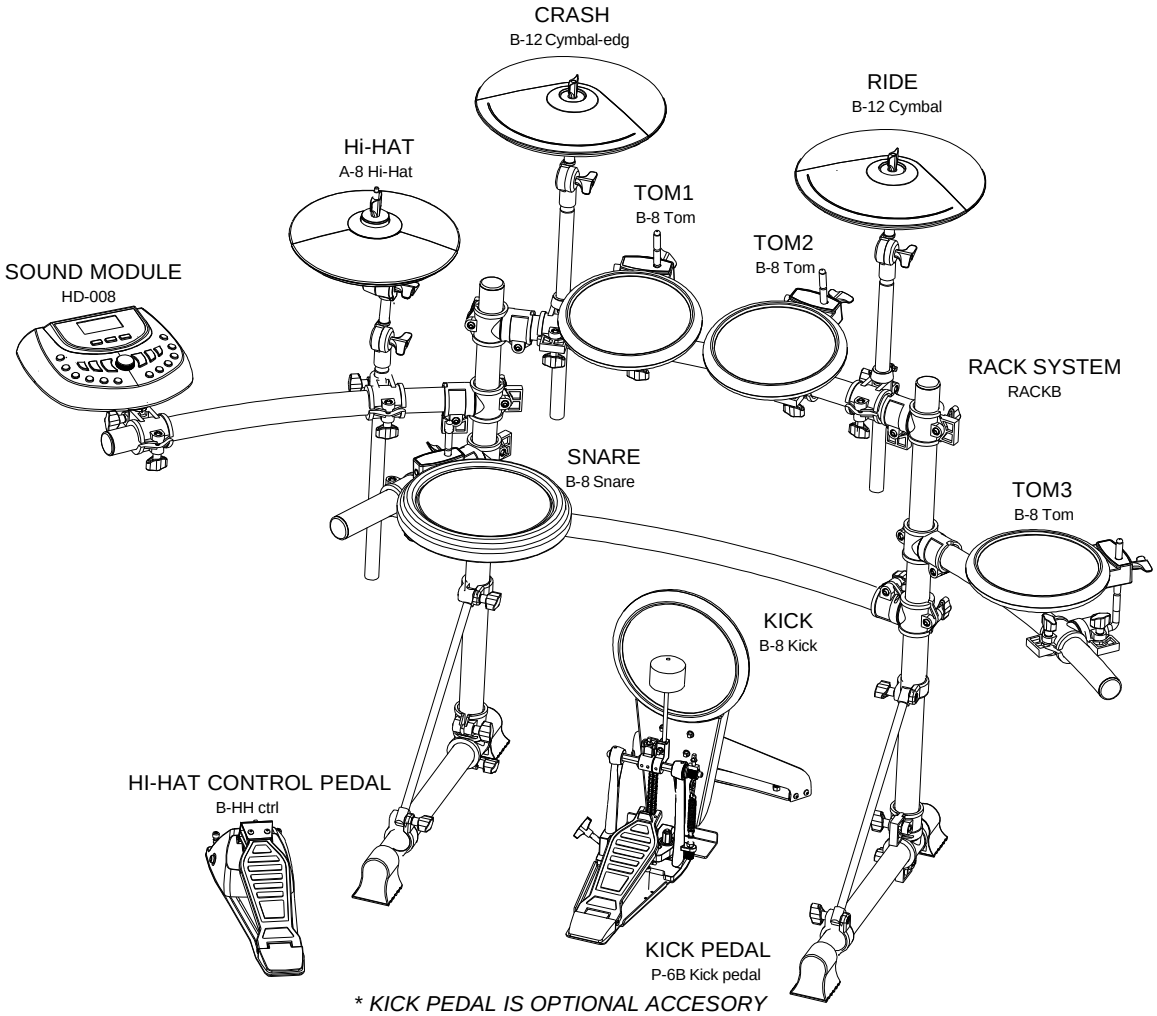
After install all components, fine adjust the arm, clamps and rods to the best positionyou like finally.

Electronic Connection

Please refer to the SOUND MODULE Chapter for electronic connection.

INSTALLATION

KIT B



** KICK PEDAL IS OPTIONAL ACCESORY*

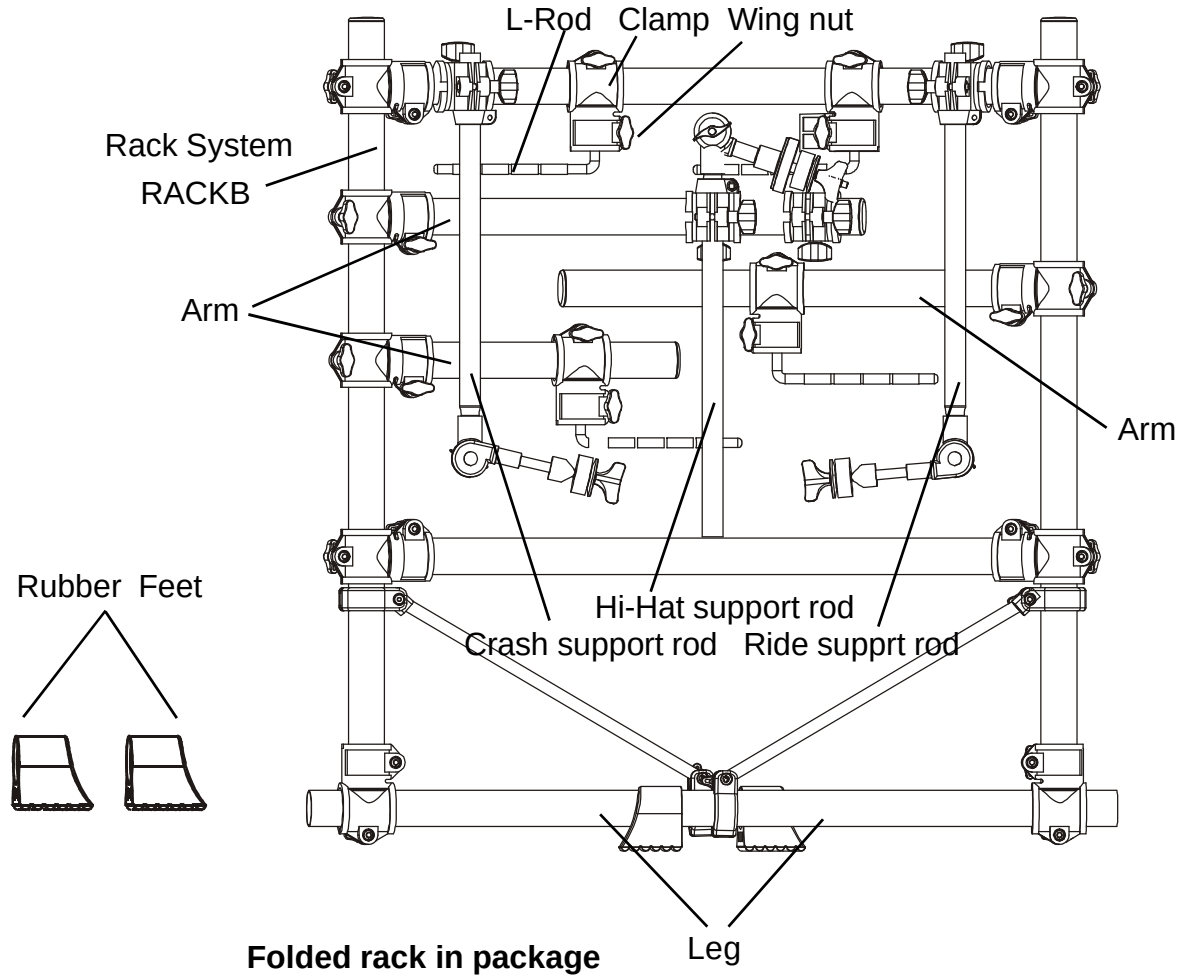
The drawing shows complete drum kit after your installation.

Each drum pad, cymbal pad and Hi-Hat control pedal has its part number underneath the part name for your reference in installation. The part number is printed in part packing box.

Power adaptor and connection cables are not shown in the drawing.

KIT B

RACK SYSTEM



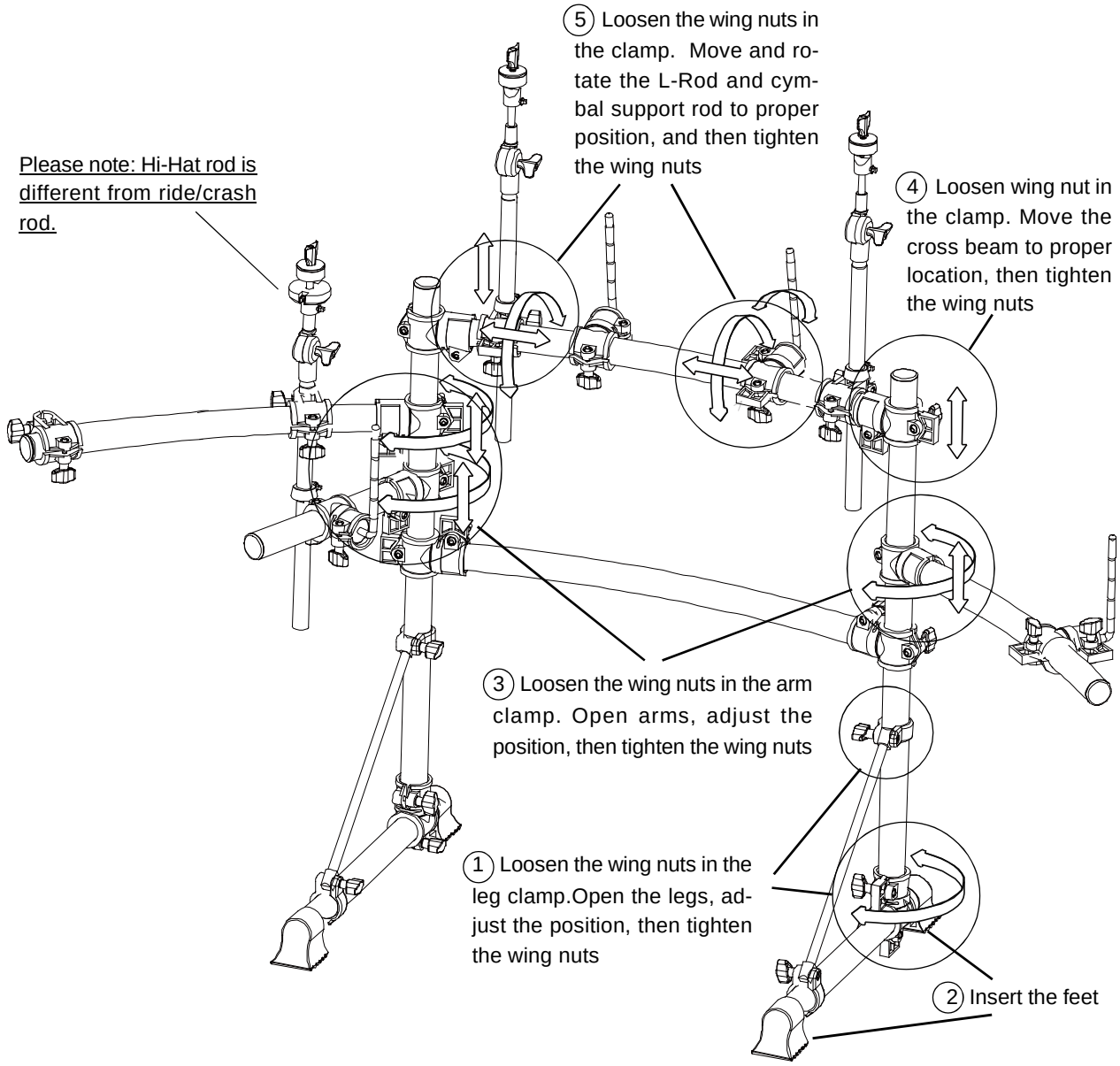
Folded rack in package

You can find all of these components in RACK SYSTEM RACKB package.

INSTALLATION

KIT B

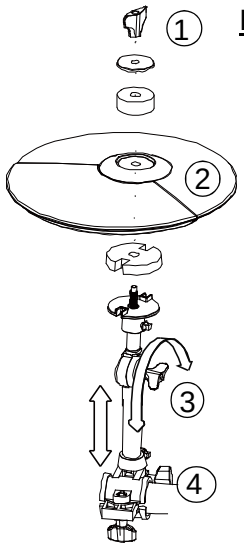
RACK INSTALLATION


5 Loosen the wing nuts in the clamp. Move and rotate the L-Rod and cymbal support rod to proper position, and then tighten the wing nuts
Please note: Hi-Hat rod is different from ride/crash rod.
4 Loosen wing nut in the clamp. Move the cross beam to proper location, then tighten the wing nuts
3 Loosen the wing nuts in the arm clamp. Open arms, adjust the position, then tighten the wing nuts
1 Loosen the wing nuts in the leg clamp.Open the legs, adjust the position, then tighten the wing nuts
2 Insert the feet

Adjust arm, leg and cross beam to proper position. Place L-rods and cymbal support rods on relevant clamp as shown in the diagram.

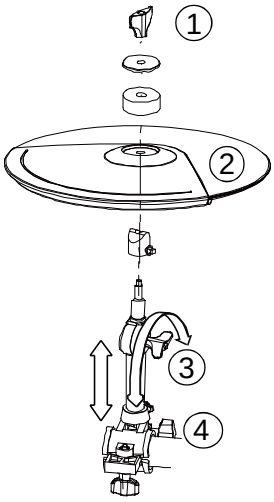
KIT B

COMPONENTS INSTALLATION

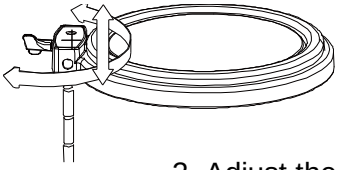


Hi-Hat Installation

1. Remove the wing nut, washer and felt pad from the top of the rod.
2. Put the Hi-Hat into the rod, then place back parts removed in the step 1. Re-tighten the wing nut.
3. Loosen the side wing nut, adjust the angle of the rod then re-tighten the wing nut.
4. Loosen the wing nut on the clamp, adjust the height of the rod then re-tighten the wing nut.

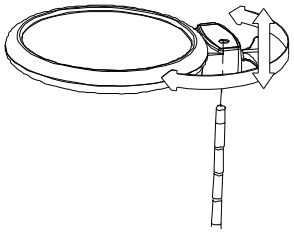


1. Remove the wing nut, washer and felt pad from the top of the rod.
2. Put the cymbal pad into the rod, then place back parts removed in the stet 1. Fasten the wing nut but not too tightly. It allows the pad a little bit wobbling like real acoustic cymbal.
3. Loosen the side wing nut, adjust the angle of the rod then re-tighten the wing nut.
4. Loosen the wing nut on the clamp, adjust the height of the rod then re-tighten the wing nut.



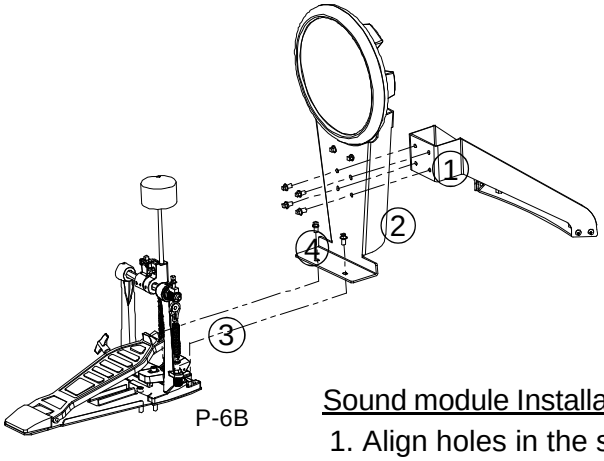
Snare Installation

1. Loosen the wing nut, place the snare on the snare installation snare L-Rod.
2. Adjust the angle and height of the snare pad then tighten the wing nut.



Tom Installation

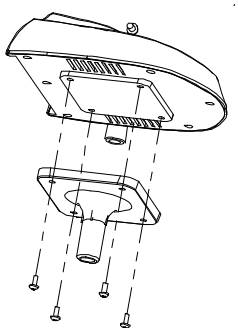
1. Loosen the wing nut, place the tom pad on the installation L-Rod.
2. Adjust the angle and height of the tom pad then tighten the wing nut.



P-6B

Kick Installation

1. Align holes in the support (1) and stand (2) then insert bolts and fasten with attached key.
2. Insert tongue (4) of the kick stand into slot of the pedal (3)
3. Align holes in the tongue and the pedal, then insert bolts and fasten with attached key. .



Sound module Installation

1. Align holes in the sound module and the model mount then insert screws and fasten it.
2. Insert rod of the model mount into the clamp, then tighten the wing nut.

Finalizing the Installation

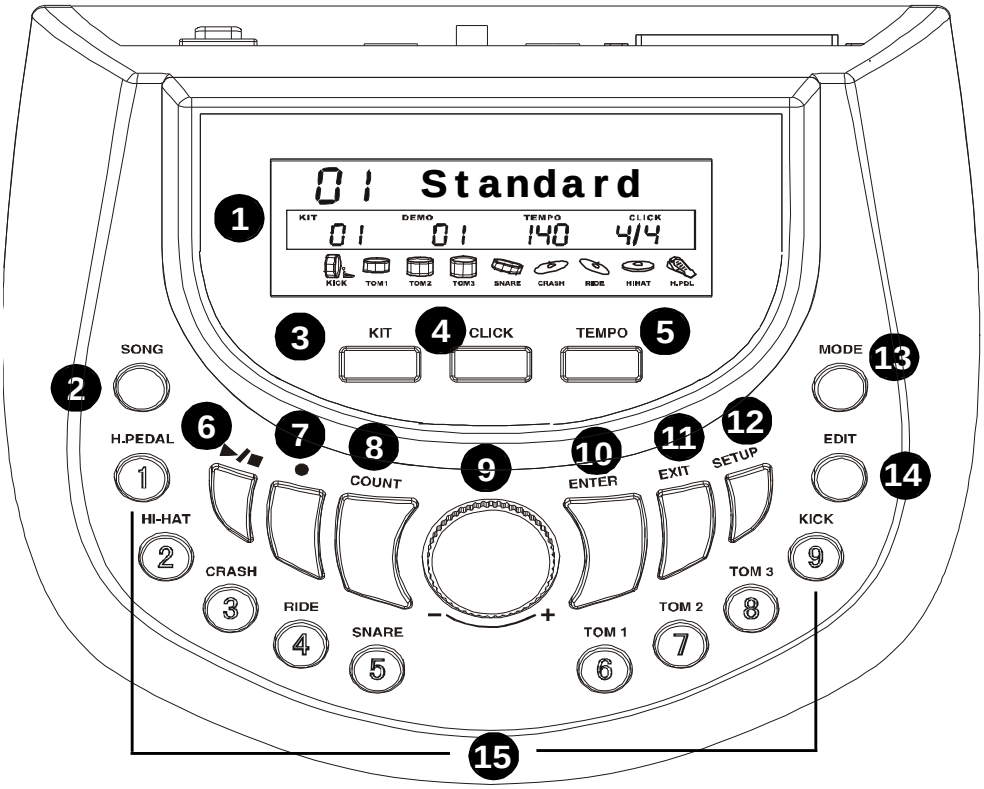
After install all components, fine adjust the arm, clamps and rods to the best position you desire.

Electronic Connection

Please refer to the SOUND MODULE Chapter for electronic connection.

SOUND MODULE

CONTROL PANEL



(1) Display: Information display such as Kit number and name, Song name, pad selection etc. The display is back-lit LCD (Liquid Crystal Display) type.

(2) SONG Button: Enter the Demonstration or User Song play mode

(3) KIT Button: Enter the Drum kit selection mode

(4) CLICK Button: Metronome switch and edit

(5) TEMPO Button: Change the tempo of the metronome, also used for record and song playing.

(6) - (7) Sequencer Buttons: ● Record Button, Press it to engage the record

►/■ Play/Stop Button

The Play/Stop button is used in both Song and Record operations. Please refer to relevant chapters for detailed information.

(8) COUNT Button: Enter the Count mode to exam how fast you could strike the pad

(9) DATA +/- Knob: Rotate the knob to change data for all operations

(10) ENTER Button: Confirm your choice or operating

(11) EXIT Button: Exit to the previous LCD window or return to the Kit Selection screen

(12) SETUP Button: Enter the Setup mode to edit overall parameters

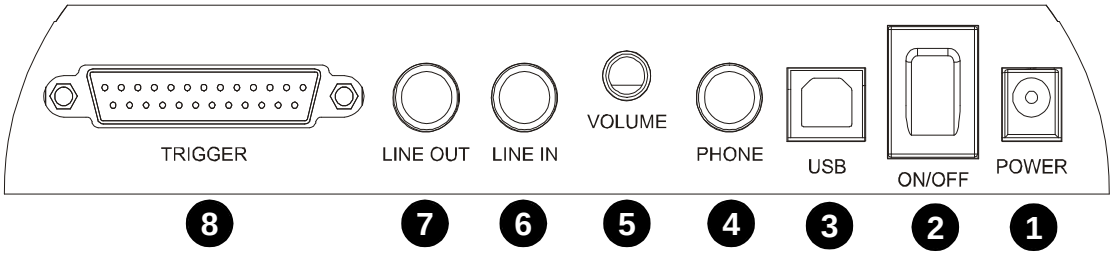
(13) MODE Button: Change the song playing mode

(14) EDIT Button: Enter the Kit Edit mode

(15) Pad Select Buttons: These are dual-function buttons. They are pad selection buttons in the Edit mode; or Kit Selection buttons for Kit quick selection.

SOUND MODULE

BACK PANEL



(1) Power In Jack: Plug in the DC cable of the attached adaptor

(2) Power Switch: Turn On/Off the sound module
***Note*:** When you turn the power off, do not turn it on immediately. Wait at least five seconds to turn the power on so that the electronic circuits can properly reset.

(3) USB Jack: The USB connector allows you to connect the drum directly to your computer's USB port. The USB interface is compatible with Windows XP/Vista, Windows 7 and MAC. The computer will recognize the drum as Audio Device.

(4) Headphone Jack: The drum has stereo headphone jack. You can play in total silence without disturbing others in the room by plugging a set of headphones into the sockets.

(5) Headphone Volume Knob: Rotate it to adjust the headphone volume

(6) Line In Jack: Line In stereo audio input jacks will mix the supplied signal with the internal drum sound. It can be used to hook up items such as CD players, MP3 player etc.

(7) Line Out Jack: There is no built-in speaker in the drum. Line Out stereo audio output supplies the drum output signal to external amplification, such as home stereo, PA system or other stand alone amplifiers. If you connect with external mono system, stereo/mono adapter is recommended.

(8) Pad Trigger Connector: Each pad and Hi-Hat control pedal has labeled cable. All cables are merged into a single connector. Plug in the cable into jack of corresponding component, Then, plug in the connector here.

PLAYING PAD

TURN ON THE POWER

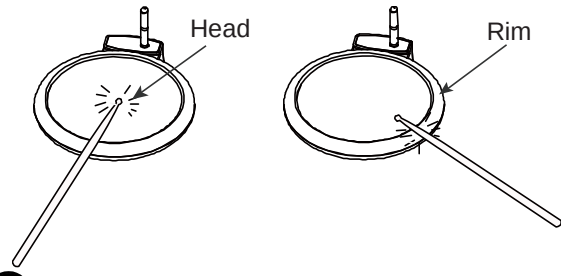
(1) Adjust volume of external audio device connected with the drum to lower level.
(2) Press the POWER button while don't strike pad or press the Hi-Hat control pedal.
(3) Turn on external devices connected.
(4) Strike pad and adjust the volume to proper level.

PLAYING PADS

All pads have striking force sensitivity feature. Strike the pad harder to make higher volume and strike the pad softer to make lower volume.

Playing Tom Drum

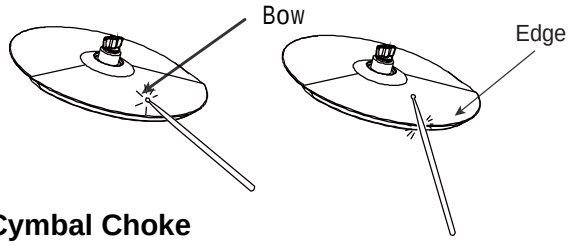
Strike the central position (head) of the pad to make head sound, strike the rim of the pad to make rim sound.



Note: The Rim feature is available with Kit B only,

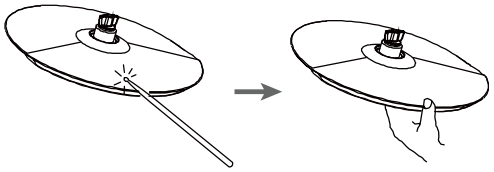
Playing Cymbal

Strike the central position (bow) of the cymbal to make cymbal sound, strike the edge of the cymbal to make edge shot sound.



Cymbal Choke

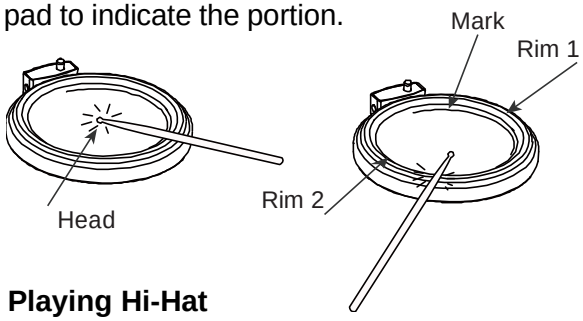
Strike a cymbal, its sound will sustain. Then squeeze the edge portion to mute the sound. Please note that the Hi-Hat has no choke feature.



Note: The edge and choke feature for the ride cymbal is available with Kit B only,

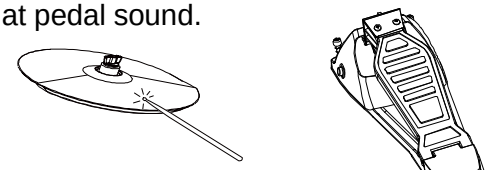
Playing Snare Drum

Strike the central position (head) of the pad to make head sound, strike the rim of the pad to make rim sound. There are two rim portions with different rim sound. Also, there is a mark on the pad to indicate the portion.



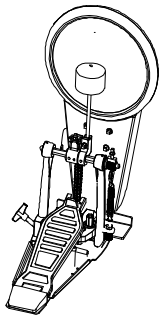
Playing Hi-Hat

(1) Strike the Hi-Hat pad without pressing the Hi-Hat control pedal to make open Hi-Hat sound.
(2) Strike the Hi-Hat pad with fully pressing the Hi-Hat control pedal to make close Hi-Hat sound.
(3) Strike the Hi-Hat pad while pressing the Hi-Hat control pedal gradually to make consecutive open to close Hi-Hat sound.
(4) Press the Hi-Hat pedal down quickly to make Hi-Hat pedal sound.

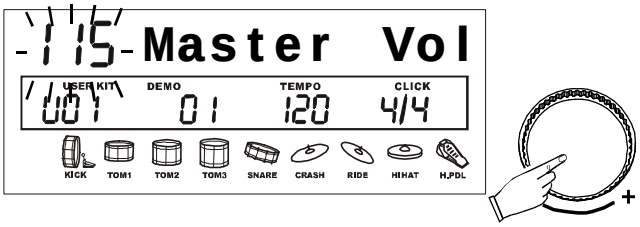


Playing Kick Drum

Press the Kick drum pedal to make kick drum sound.



MASTER VOLUME

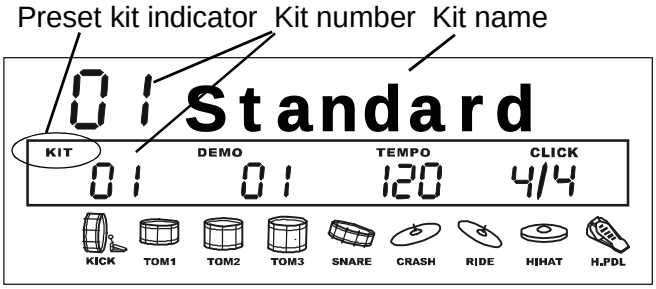


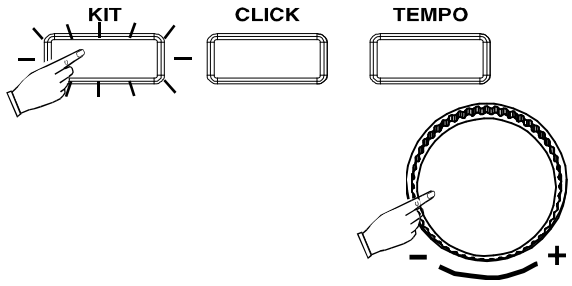
In the Kit and Song window, push the DATA knob, the current master volume level will be blinking. Rotate the DATA knob to change the volume ranged 0 - 127. After about 5 seconds without any operation, it will return to the previous window.

DRUM KIT

There are 50 preset drum kits and 30 User Kits. The kit is combination of different instrument voice assigned to each pad which has unitary style for performance. All the kits are for your choice. Any kit could be edited and saved as your own User Kit. After power on and display initial information, it'll enter the kit selection mode automatically while the KIT button indicator will light up. The kit number and its name will be displayed. The kit number also appears in the second row of the display.

In some other operation modes, you may press the KIT button to enter the kit select operation mode.

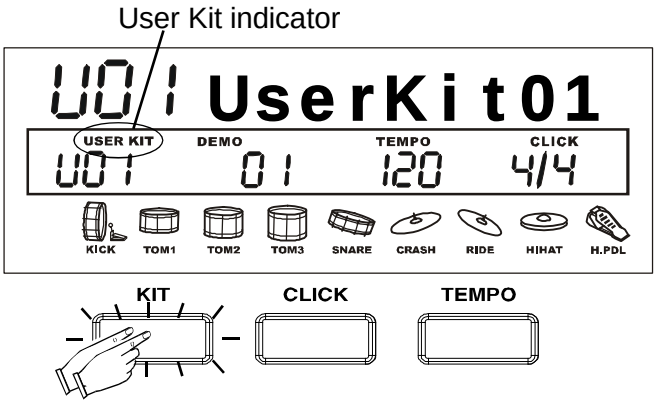




PRESET KIT

The title of the kit number section in the second row of the display is "KIT" for preset kit. The kit number is ranged 01 - 50.

Rotate the Data knob to select a kit you desire. Rotate the knob clockwise to increase the kit number and anticlockwise to decrease the kit number. All preset kit number and name are listed in the Appendix KIT LIST.



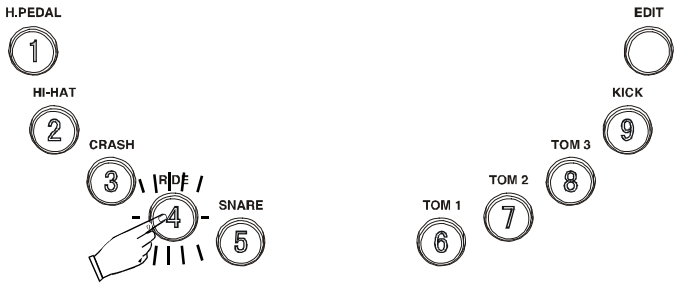
USER KIT

You can create your own user kit by edit function. Click the KIT button repeatedly will switch the Preset Kit and User Kit selection. The User Kit number is U01 - U30. The title of the kit number section in the second row of the display is "USER KIT".

Rotate the Data knob to select an user kit you desire. Rotate the knob clockwise to increase the kit number and anticlockwise to decrease the kit number.

The factory setting for all User Kits is Universal Kit. You could call them even if you don't create your own user kit. Of course, you could replace it by editing. Please see <EDIT> Chapter in this manual for details.

Press the KIT button again to back to the preset kit.



QUICK SELECTION

There are 9 numeric buttons, each one is assigned to a most common use kit. In the kit select mode, simply press a button to select kit directly. The default quick selection assignment is listed in the Appendix <KIT LIST>. After you select a kit, you could assign it to a numeric button by pressing the KIT button and a numeric button simultaneously.

Your assignment is nonvolatile even the power turns off.

Note: When use these 9 buttons as numeric button, the indicator of the EDIT button must be off, because they are dual-function buttons. Please see <EDIT> Chapter in this manual for details.

SONG

There are two types of song. The demonstration song (Demo) is for your enjoyment and practice. User song is your own recorded song.

1. DEMO SONG

(1) Select and Play Demo Song

There are 52 demo songs built in.

Press the Song button once to engage the demo song mode with the indicator lighting. The display will show “All Demo”. Press the ▶/■ button immediately, all demo songs will play one by one. If you don’t select song, after 3 second the first demo song number and name will appear on the display. The tempo and time signature of the demo song will appear on the second row of the display also.

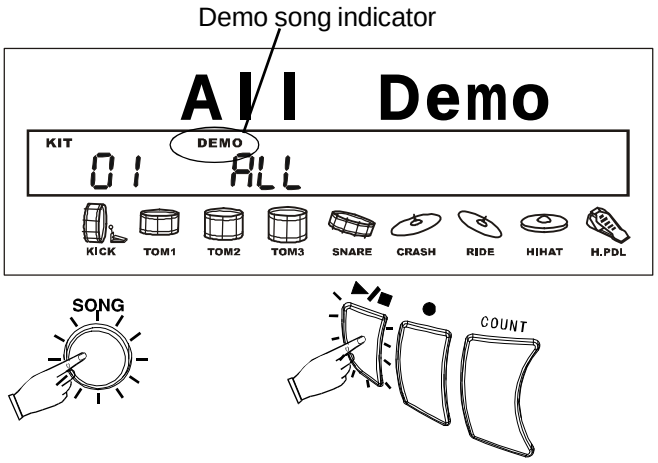
The title of the song number section in the second row of the display is “DEMO”. The display of it will be “All” then the first demo number.

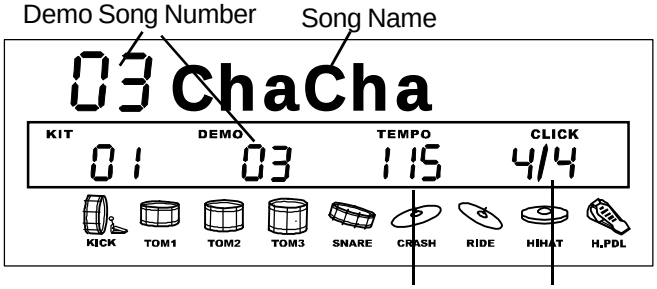
If you want to select a song you desire, rotate the DATE knob to choose a song.

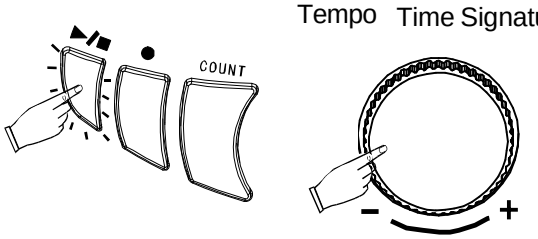
Then press the ▶/■ button to start play; the button indicator lights up.

When select single song, it’ll be played repeatedly.

When the demo song is playing, press the ▶/■ button again to to stop the playing, the indicator turns off.







(2) Practice with Demo Song

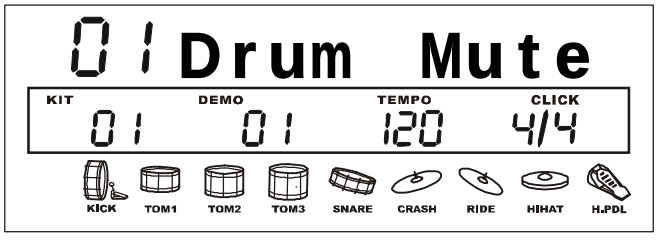
You may practice your own performance with the demo song.

There are three modes for your practice:

FULL - When press the ▶/■ button, you will hear complete song

DRUM ONLY - When press the ▶/■ button, you will hear drum sound only. It helps you to get idea how to perform drum.

DRUM MUTE - When press the ▶/■ button, you will hear background music without drum sound. Then, you can play drums by yourself.



Press the MODE button repeatedly to change the mode.

Tip: Volume of the background music and drum of the demo song is adjustable separately. Please see Chapter SETUP for more information.

The screen will turn back to the previous window automatically after 5 seconds, or press the EXIT button to exit immediately.

2. USER SONG

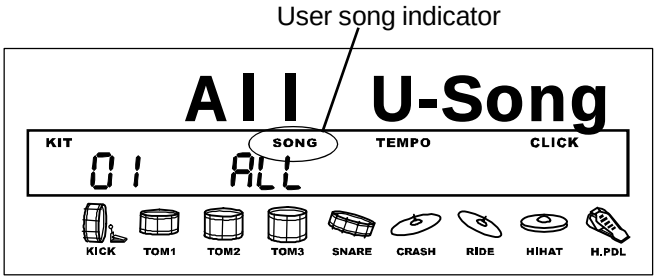
There are 10 User songs in maximum recorded by user.
Press the Song button twice quickly to engage the User Song mode with the indicator lighting. The display will show “All U-Song”. If you don’t select song, after 3 second the first available user song number and name will appear on the display. The tempo and time signature of the user song will appear on the second row of the display also.
The title of the song number section in the second row of the display is “SONG”. The display of it will be “All” then the first available user song number.
If you want to select a song you desire, rotate the DATE knob to choose a song.

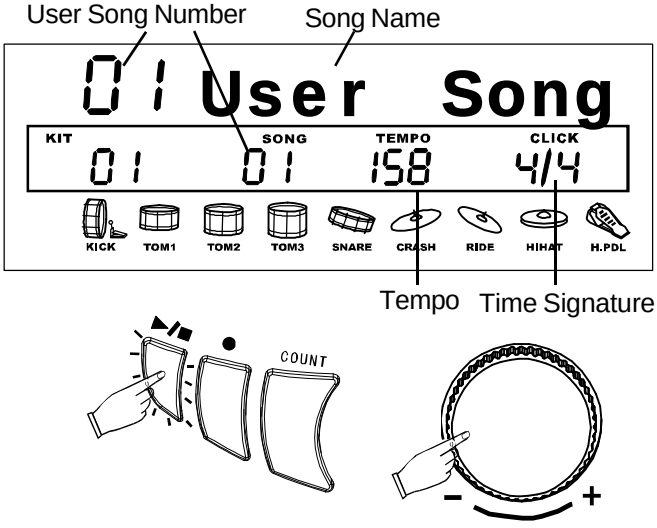
Then press the ▶/■ button to start play; the button indicator lights up.

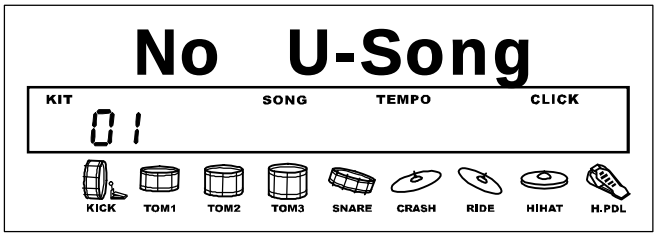
When the user song is playing, press the press the ▶/■ button again to to stop the playing, the indicator turns off.

Note: If the interval between the first and second pressing of the SONG button is longer than 2 seconds, it’ll turn to Kit mode instead of Song mode.
Note: If you didn’t record any song, the display will show “No u-song”. After 3 second, the mode will change to Kit select automatically.

Tip: You may erase User Song in the User Song mode. Please refer to the <RECORD> chapter in the Manual for details.

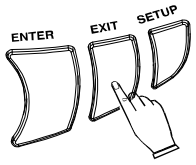






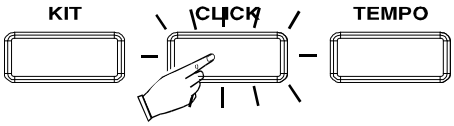
3. EXIT THE SONG MODE

You may noted that press the SONG button once to enter the Demo mode; press the SONG button twice quickly to enter the Song mode. Therefore, in the Demo/User Song mode press the SONG button again to exit the Demo/User Song mode and turn to the Kit selection mode. The SONG indicator turns off.
Or, you can simply press the EXIT button to stop palying , exit the Demo/Song mode and turn to the Kit selection mode.



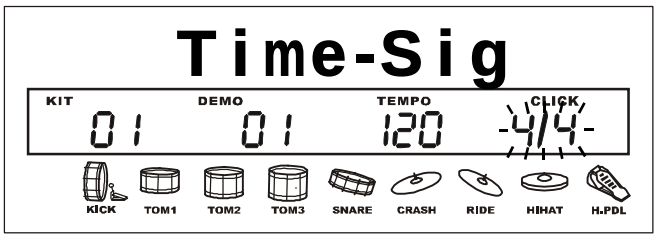
METRONOME

1. METRONOME

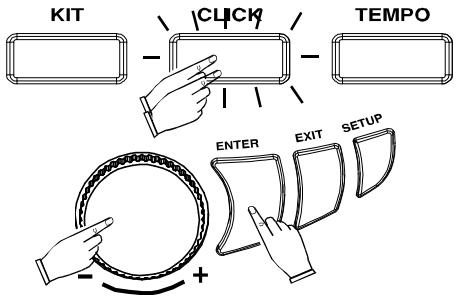


Press the CLICK button to sound the metronome and its indicator will light up. Press the button again to stop it.

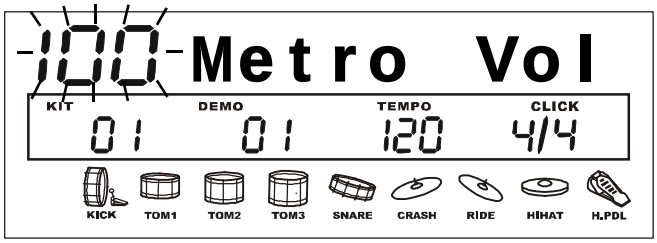
Press the CLICK button twice to setup the metronome and the indicator blinks.



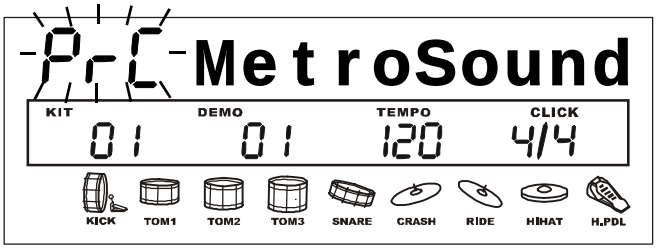
(1) Time Signature Setting - At first, you could set the time signature. The the current time signature will blink in the second row of the display. Rotate the DATA knob to change the time signature. Available time signature is 1-8/2, 1-8/4, 1-8/8, 1-8/16, The default setting is 4/4. Press the ENTER button to confirm you setting and turn to the next parameter of the metronome.



(2) Metronome Volume Setting - After press the ENTER button to finish the time signature setting, the next parameter to setup is metronome volume. The display will show “Metro Vol” and current volume is blinking. Rotate the DATA knob to change the volume ranged 0 - 127, The default setting is 96. Press the ENTER button to confirm you setting and turn to the next parameter of the metronome..



(3) Metronome Sound Setting - After press the ENTER button to finish the volume setting, the next parameter to setup is metronome sound. The display will show “MetroSound” and blinking current sound. There are three types of the sound - English, Chinese and Percussion. ENG refers to English, CHN refers to Chinese, PRC refers to click sound. The default setting is PRC. Rotate the DATA knob to change the sound, Press the ENTER button to confirm you setting and exit the metronome setting.



You can press the EXIT button in any step to exit metronome setting.

During the setting, the metronome will keep sound.

Tip: If you do not want to change the current setting, simply press the ENTER button to skip it.

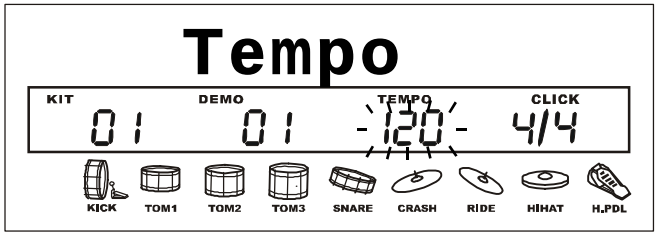
METRONOME

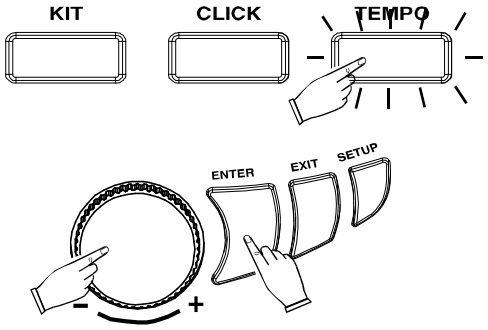
2. TEMPO

Press the TEMPO button, its indicator will light up. The current tempo value will blink in the second row of the display. Rotate the DATA knob to change the tempo ranged 40 - 240.

Press the ENTER button to confirm you setting.

After about 10 seconds, this operation will exit automatically. Or, press the EXIT button to exit the tempo setting immediately.



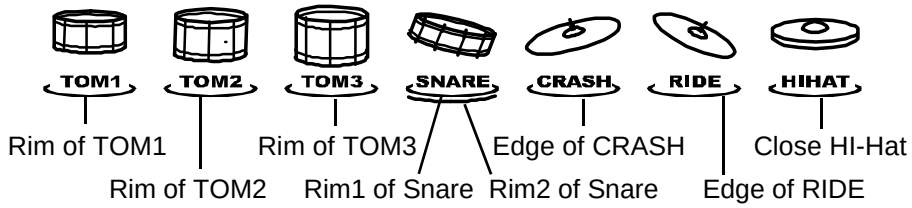


DRUM KIT EDIT

A drum kit consists of drum pads, cymbals pads and Hi-Hat pedal physically.

They generate sound in different way such as by striking head or rim of drum pad, triggered by striking cymbal bow or edge, pressing Hi-Hat pedal. We call the source to generate sound as Part. Each part is identified on the display by the icon with mark. The icon refers to part of striking head of pad and cymbal is shown below. H.PDL refers to sound generated by pressing the Hi-Hat pedal. HIHAT refers to Open Hi-Hat sound generated by striking the Hi-Hat cymbal.

Alternative part of the same instrument is shown by extra mark under the icon. For example, the part generating sound by striking the rim of Tom 1 pad is marked by an arch under the TOM1 icon.



Each part has multi parameters to create its characteristics such as voice, volume, reverb level and Pan etc. The detailed description is listed In the table below.

PARAMETER	DESCRIPTION	EDIT RANGE
VOICE	Voice assigned to the part	1 – 418
VOLUME	Volume of the part , 127 refers to the highest volume	0~127
PAN	Stereo pan of the part. -64 refers to the most left, 63 refers to the most right, 0 refers to the center position	-64~63
PITCH	Pitch of the part. -10 refers to the lowest and 10 to the highest pitch.	-10~10
REVERB	Reverb effect level of the part, 127 refers to the highest level	0~127

The edit feature is to set parameter for each part, partly or for all parts in a kit. the Edit feature makes it possible to change the currently selected drum kit setting. In this way, you may create your own drum kit and save it as UserKit.

The edit procedure is the same for every parameter, Assigning voice to the part is one of the most important function. After you are familiar with the operation of voice assignment; it'll be easy to edit other parameters. The following section is the edit procedure taking example how to change voice for a pad.

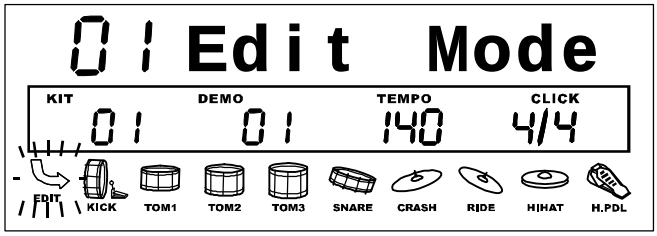
1. Select kit for editing

Select a kit for editing in the same way explained in the DRUM KIT chapter. The display shows the kit number and kit name.

DRUM KIT EDIT

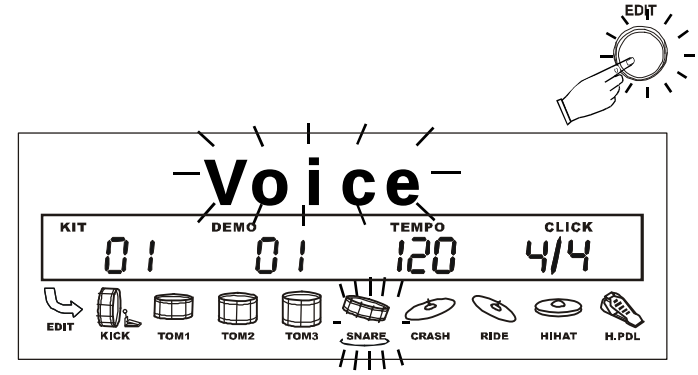
2. Enter the Edit Mode

Press the EDIT button to engage the edit mode. The EDIT indicator will light up while the EDIT icon on the display will blink. Also, the display will show the kit number for editing.

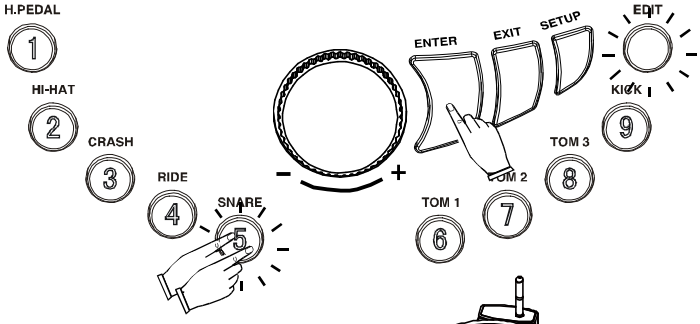


3. Select part to edit

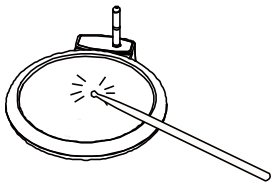
In the edit mode, the numerical buttons refer to part select buttons. Press a select button to engage editing for this part, the button indicator will light up. Some instruments have two or more parts, for example, the snare have head, rim1 and rim2 parts; crash and ride cymbal has head and edge parts; Hi-Hat has open and close etc. Press the button twice to select alternative part of this instrument. Please note that the snare has 3 parts, press the SNARE button once to select snare head, twice for rim1 and treble for rim2. The relevant mark for alternative parts will appear. Please refer to table below.



When a part is selected, the icon of this part blink; EDIT icon will stop blink. In this example, the part selected is Rim1 of Snare.
When select part, the part name will blink. You must press the ENTER button to confirm your part selection.



A simple way to select part is to hit area of the pad you desire directly. This is an aternative metrod of pressing the button. When the part name blinking, you also need to press the ENTER button to confirm your selection.



PART	DESCRIPTION	ICON
HH Pedal	Hi-Hat Pedal	H.PDL
HiHat Open	Hi-Hat Open	HIHAT
HiHatClose	Hi-Hat Close	HIHAT
Crash	Crash Cymbal Bow	CRASH
Crash Edge	Crash Cymbal Edge	CRASH
Ride	Ride Cymbal Bow	RIDE
Ride Edge	Ride Cymbal Edge	RIDE
Snare	Snare Head	SNARE

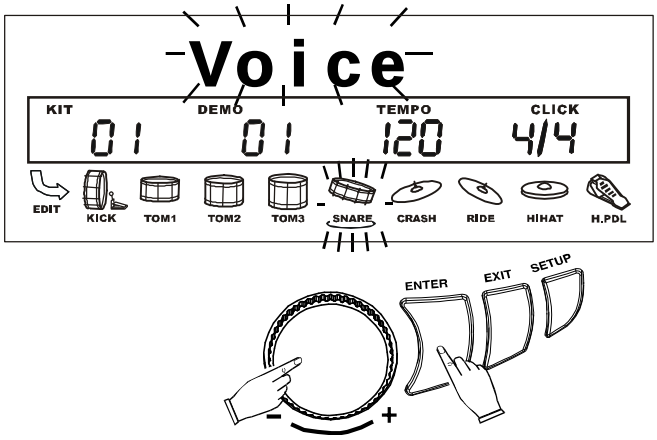
Note: Only Kit B responses to the Ride Edge and Tom Rim setting.

PART	DESCRIPTION	ICON
Snare Rim1	Snare Rim1	SNARE
Snare Rim2	Snare Rim2	SNARE
Tom1	Tom1 Head	TOM1
Tom1 Rim	Tom1 Rim	TOM1
Tom2	Tom2 Head	TOM2
Tom2 Rim	Tom2 Rim	TOM2
Tom3	Tom3 Head	TOM3
Tom3 Rim	Tom3 Rim	TOM3
Kick	Kick Drum	KICK

4. Select parameter to edit

After select part, the current parameter will be blinking . Rotate the DATA knob to select a parameter to edit. In this example, select VOICE. The default parameter is VOICE.

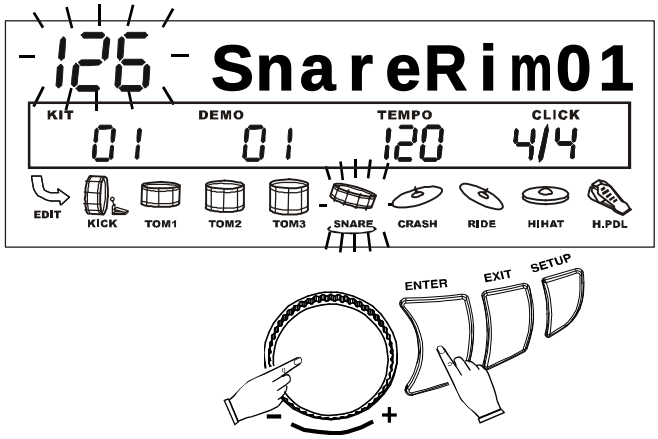
Press the ENTER button to confirm you choice.



5. Edit the parameter

The current contents of this parameter will blink. In this example, it is the voice number. Rotate the DATA knob to change contents of the parameter. In this example, you'll change voice assigned to Snare rim1. Any parameter has its own range to set. For example, there are 418 voices can be selected to assign to a part, but only some could be assigned to particular part. Please see Appendix VOICE LIST for details.

Press the ENTER button to confirm your setting. Then, it'll return to the parameter selection operation stage.

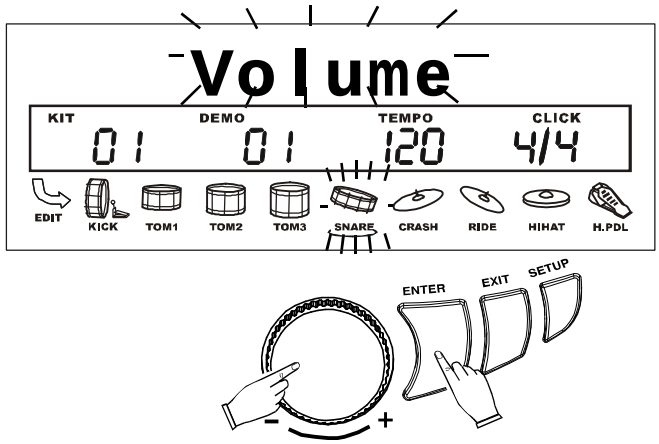


6. Edit another parameter or part

Now, the parameter (the VOICE in this example) editing for a selected part is finished. You may continue to edit other parameters in this part or change part to edit.

(1) Edit other parameter in the current part

After you press the ENTER button to finish current editing, it'll turn back to the parameter selection stage with the next parameter blinking. Press the ENTER button to edit this parameter or select other parameter by rotating the DATA knob. Then, edit parameters in the same way explained in the Step 4 - Step 5 above. Parameters can be edited are listed in the table in page 11.



(2) Edit another part

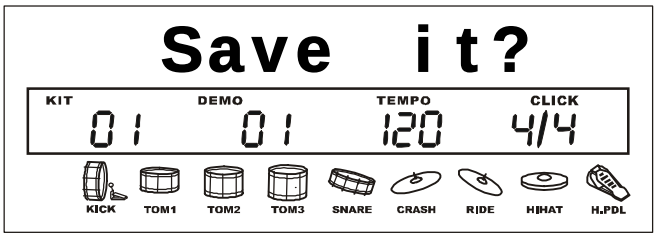
Select another part to edit in the same way explained in Page 12. The current parameter to edit will keep no change. It provides you easy method to edit the same parameter, e.g. voice, for each part.

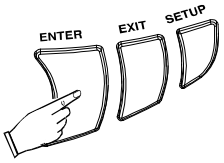
Note: There is exception. In the Cross Talk edit procedure, press pad selection button to choose a pad generating cross talk badly instead of change part.

7. Complete the edit

After finish all editing job for the current drum kit, no matter single or multiple part/parameter, you may terminate the edit.

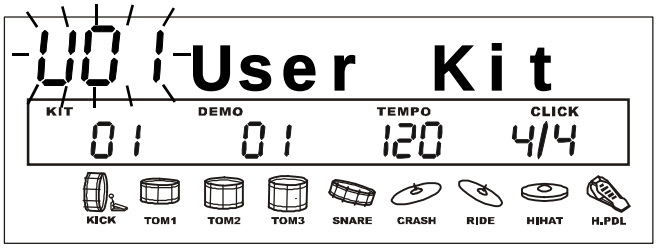
Press the EXIT button, “Save it?”. Then, you have two choices:



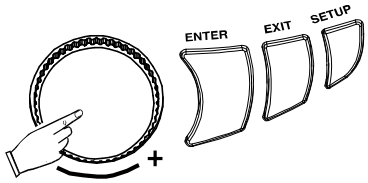


(1) Save edited drum kit as your own user kit:

Press the ENTER button. “User Kit” with User kit number blinking will appear. Rotate the DATA knob to choose number, then press the ENTER button to confirm.



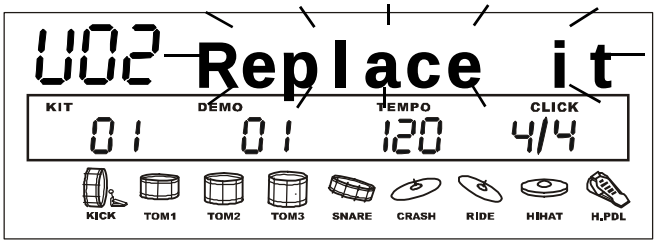
Note: There are 30 built-in preset User Kit. All of them are the same as Kit 01 Standard. When you save your own User Kit, it must replace the existing one.

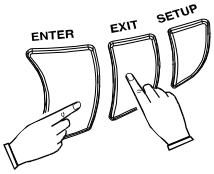


If the saving is successful, it’ll turn to the Kit select mode. The indicators of the pad select button and the EDIT button will turn off. The EDIT icon will disappear. The icon of the edited part will stop blink.

The display always asks “Replace it”?. Press the ENTER button to replace existing one with your new editing. Press the EXIT button then change another number. If you really don’t want to cover any existing User Kit, press the EXIT button in number selection stage, and it will cover the current kit edited (referring to the next section in this page) then turn to the Kit Select mode.

.



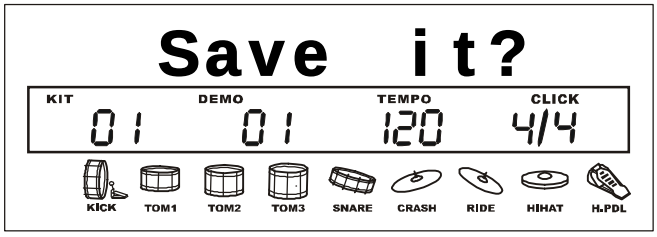


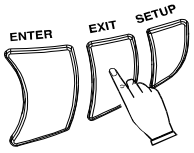
The User Kit setting is nonvolatile even the power turns off.

(2) Press the EXIT button to exit the edit mode and return to the Kit Selection mode without saving as User kit. The indicators of the pad select button and the EDIT button will turn off. The EDIT icon will disappear. The icon of the edited part will stop blink.

The edited results will cover the current drum kit and activate immediately.

When the power turn off, the changes in this kit will reset.

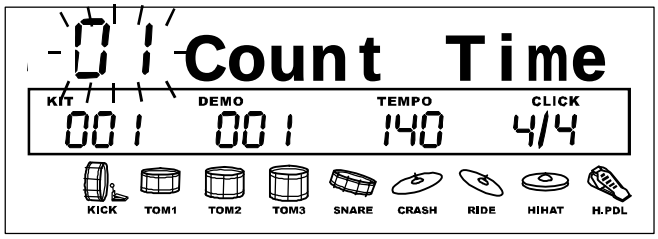


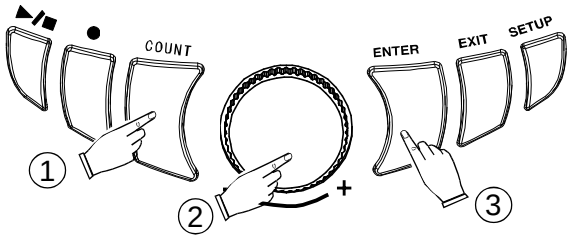


Tip: You may reset the kit changes by Reset feature. Please see <SETUP> chapter in this Manual for details.

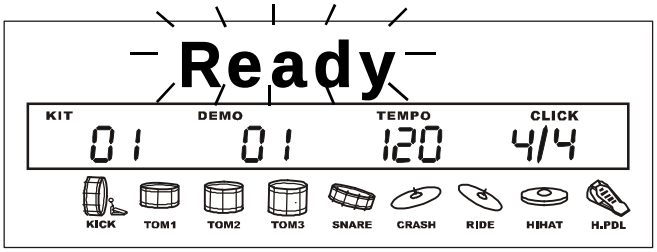
STRIKING COUNT

This feature allows you to test how fast you can strike pad. Press the COUNT button , the indicator iwll light up.
The examination time could be 1 minute, 2 minutes or 3 minutes. Rotate the DATE knob to select time then press the ENTER button.

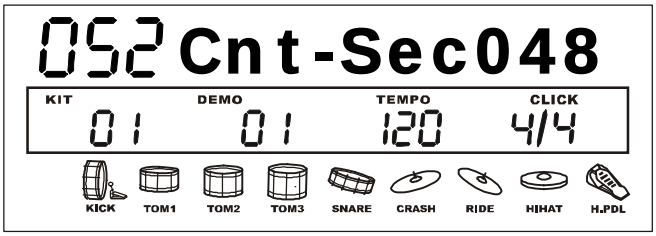


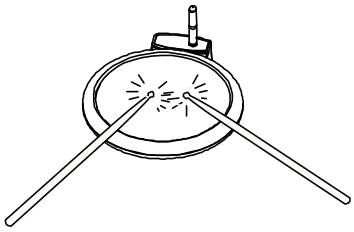


Then, blinking “Ready” will appear. The count will start as soon as you strike any pad.



Remaining time in sencond will be displayed in the right side and the current counting in the left side of the scren.

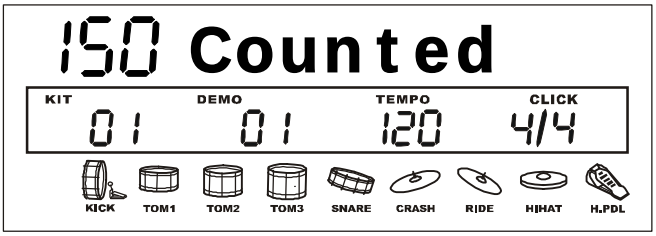


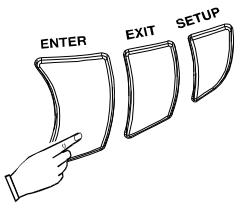


When the time is over, You’ll hear alarm sound for about one second.The counting will stop. Then you can check the results.

Press the ENTER button to start another examination. Or, press the EXIT button to exit this function.

Tip: Sensitivity of the sriking for this test is adjustable. Please see Chapter SETUP for more information.

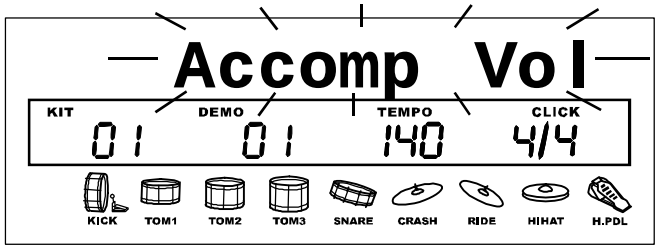


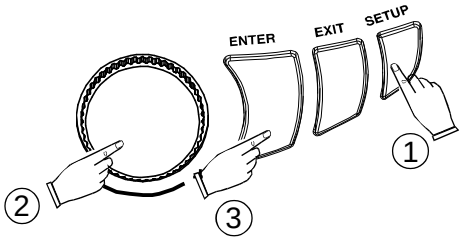


SETUP

In the Kit Selection or Demo/Song stage, press the SETUP button to enter the Setup mode and its indicator lights up. The parameter to be setup will blink. Rotate the DATA knob to select one of the 7 items listed below, then press the ENTER to confirm and its current value will be displayed.

In the item selection stage, press the EXIT button to exit setup opration and turn to the Kit Selection mode.



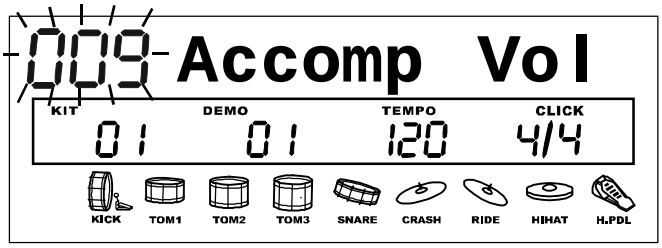


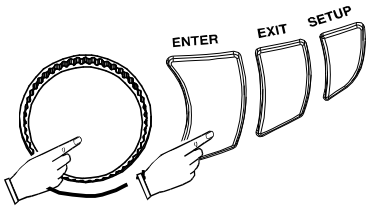
1 Accompaniment Volume for Demo

When play demo song, you may hear background music accompanied with percussion performance. Adjust this background music volume with parameter Accomp Vol. Rotate the DATE knob to change the volume ranged 0 - 24. The default setting is 11.

Press the ENTER button to confirm your setting and turn to the next parameter for editing.

Press the EXIT button to exit current edit and turn back to the parameter selection.





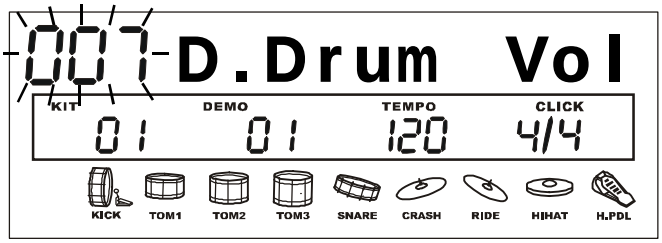
2 Percussion Volume for Demo

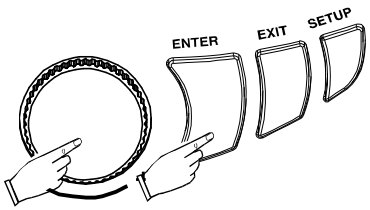
When play demo song, you may adjust percussion volume. Adjust this volume with parameter D.Drum Vol. Rotate the DATE knob to change the volume ranged 0 - 24. The default setting is 11.

Press the ENTER button to confirm your setting and turn to the next parameter for editing.

Press the EXIT button to cancle current edit and turn back to the parameter selection.

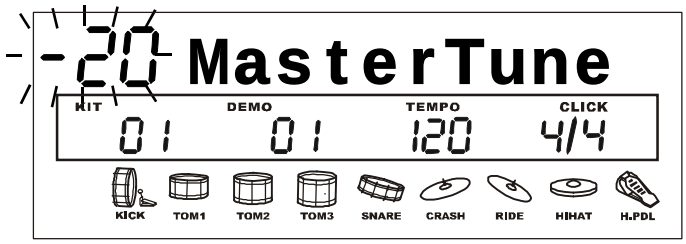
Press the EXIT button to exit current edit and turn back to the parameter selection.

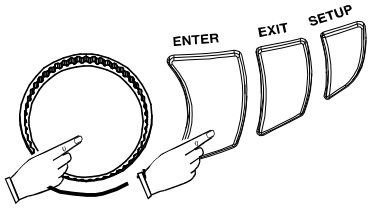




3. Master Tune

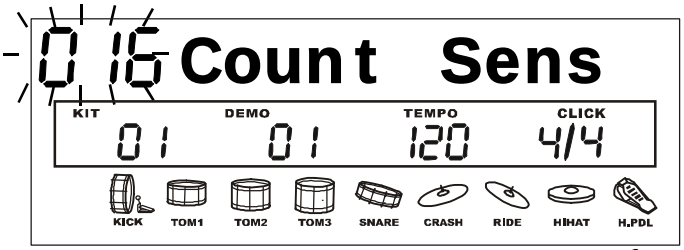
This parameter affects sound pitch globally. Rotate the DATE knob to change the master tuning ranged 0 to +/- 50. The default Setting is 0 which refers to 440 Hz at A1 note. Press the ENTER button to confirm your setting and turn to the next parameter for editing. Press the EXIT button to exit current edit and turn back to the parameter selection.

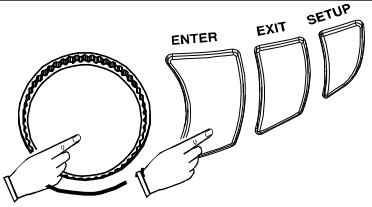




4. Count Sensitivity

The parameter for the sensitivity of the count examination. Rotate the DATE knob to change the sensitivity ranged 0 - 24. The default setting is 16. It is suggested to set the sensitivity lower than your normal performance.
Press the ENTER button to confirm your setting and turn to the next parameter for editing. Press the EXIT button to exit current edit and turn back to the parameter selection.

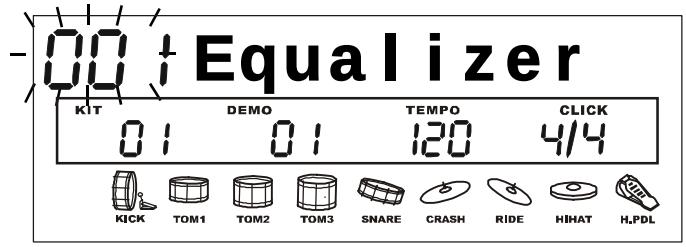


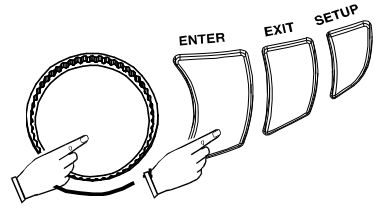


5. Equalizer

Tone of the drum could be adjusted globally by built-in Equalizer. There are 8 types of preset equalizer listed below.
Rotate the DATE knob to select equalizer type per your taste. The default setting is 001 Normal 1.
Press the ENTER button to confirm your setting and turn to the next parameter for editing.

No.	EQUALIZER TYPE
001	Normal 1
002	Normal 2
003	Bass Boost
004	Bass Mid
005	Moderate
006	Bright Mid
007	Bright
008	Bright High

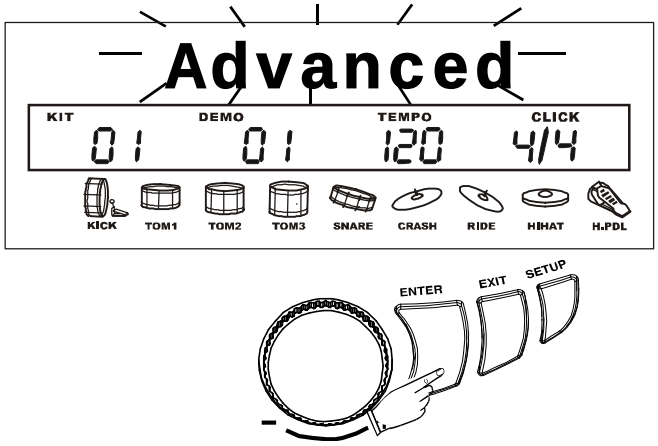




Press the EXIT button to exit current edit and turn back to the parameter selection.

6. Advanced Parameter Edit

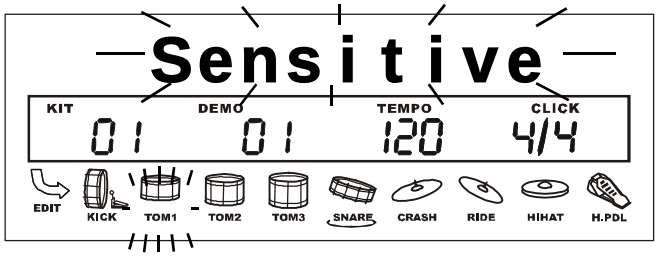
Chapter DRUM KIT EDIT introduces the sound edit procedure. The purpose of the sound edit is to change sound characteristics such as voice, volume, pan etc. The target of advanced parameter edit is physical characteristics of pad such as sensitivity, trigger curve etc.

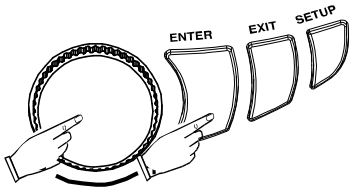


When the item name of Advanced is blinking, press the ENTER button to confirm it. Then, the EDIT icon will appear and the default parameter Sensitivity will be shown and blinking.

You could change parameter by rotating the DATA knob.

Any parameter is assigned for each pad individually. You must select a pad to edit. The default pad is Tom1 with its icon blinking. You may select pad to setup by pressing the pad select button or strike the pad directly. The icon of selected pad will blink as well.





Note:

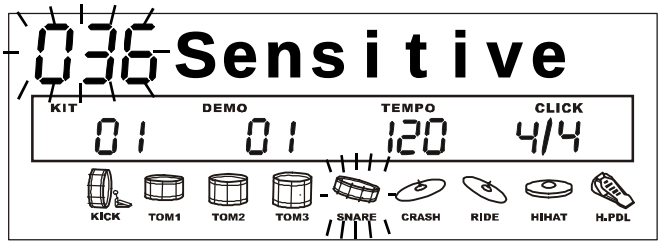
1. There is no alternative part such as rim, edge can be selected. The mark under the pad icon will never appear. It is different from part selection procedure in DRUM KIT EDIT.
2. Hi-Hat pedal is not available for advanced edit.

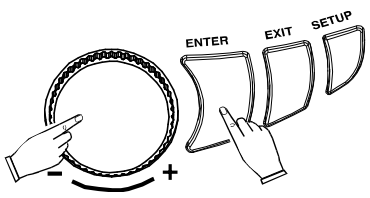
After select the parameter and pad, press the ENTER button to confirm. The current value of the parameter will appear and blink. Now, you can change the value.

There are 4 advanced parameters can be edited. They are:

Sensitivity

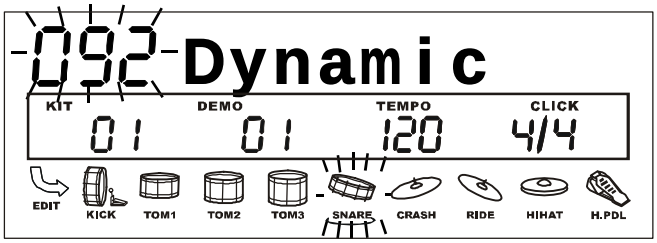
The pad sensitivity is ranged 1-127. Rotate the DATA knob to change it. The higher value refers to the higher sensitivity. Please note that if the sensitivity is too high, it'll cause unexpected sound even if you don't strike the pad. Press the ENTER button to confirm your setting and turn to the next parameter. Press the EXIT button to exit current operation and back to Advanced window.

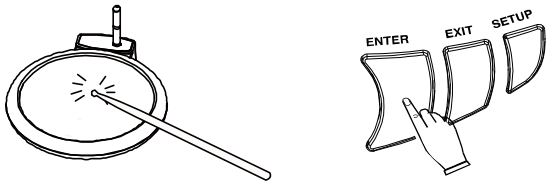




Dynamic Range

This feature allows you to set playing strength, which response with the maximum volume, to accommodate your personal taste of performance. Strike the pad with strength you desire, with which you want to get the maximum volume.The value will appear automatically per your striking, the Max. value is 127. Press the ENTER button to confirm your setting. Press the EXIT button to exit current operation and back to Advanced menu.

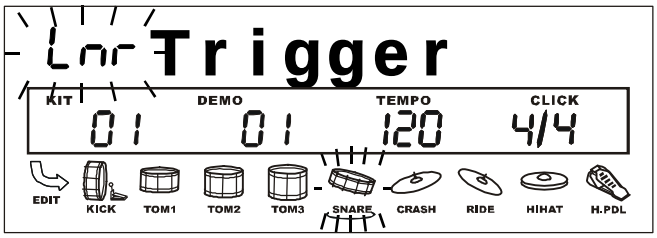


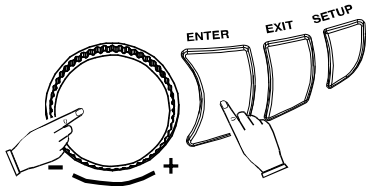


Trigger Curve

This feature allows you select a proper curve from 6 preset curves to control the relation between the striking force and changes in volume. Change the curve until the response feels as natural as possible.

Rotate the DATA knob to choose a curve. The corves you may select are Linear, Exp1, Exp2, Log1, Log2 and Spline. Press the ENTER button to confirm your setting. Press the EXIT button to exit current operation and back to Advanced menu. The default curve is Linear.





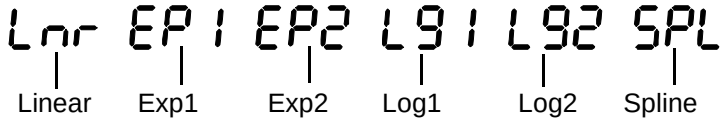
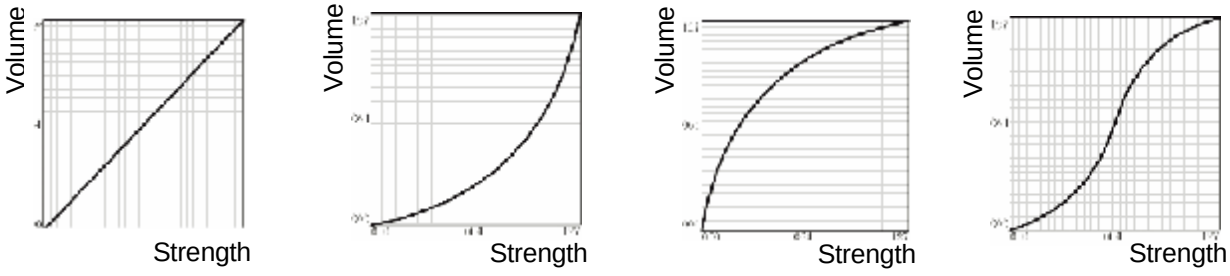
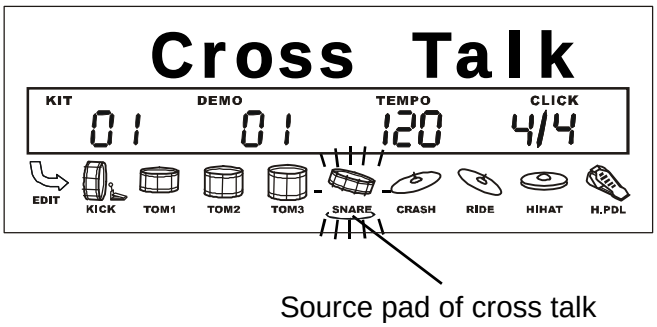


Diagram of 4 types of the curve



Cross Talk

When strike one pad, other pad(s) will sound occasionally. It is called cross talk. It is a result of pads detecting the vibrations in the rack as you hit other pads. This feature allows you to eliminate the cross interference among the pads. The icon of the current pad is blinking when the Cross Talk is selected. This pad is source of the cross talk which cross-fire other pad(s), i.e. when strike this pad, other pad(s) will sound. The procedure of eliminating the cross talk is:

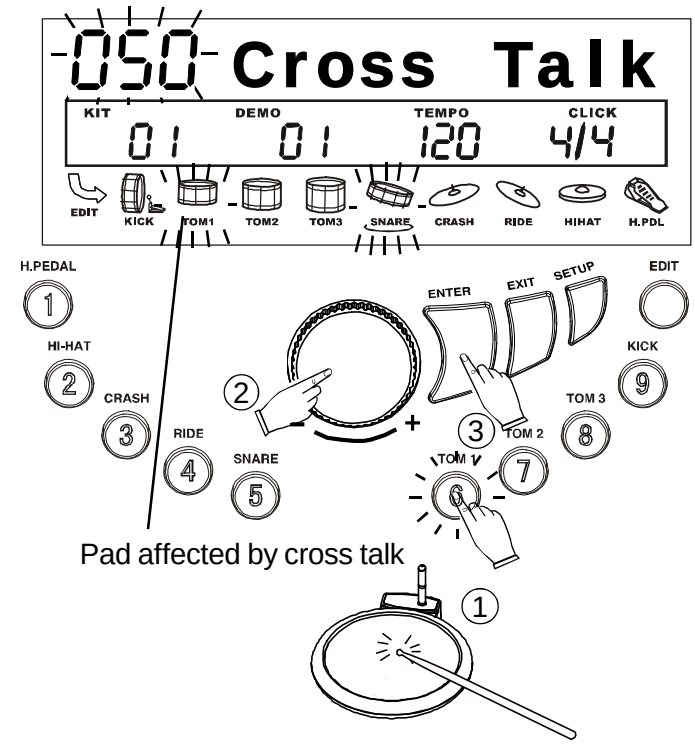


- Select a pad which is affected by cross talking by pressing its pad select buttonor strike the pad, its icon and button indicator will blink as well.

- Rotate the DATA knob to change the cross talk value ranged 0 - 100. The smaller the value, the less the pad will be affected by crosstalk. However, if the value is too low, it'll be harder to get the pad to generate its sound when you hit it. You should balance it carefully.

- Press the ENTER button to confirm your setting. The display will stay on the Cross Talk setting for the current source pad. You could select another pad which is also affected by the current pad and continue your setting.

- Press the EXIT button to exit current operation and back to Advanced menu.



Hi-Hat Pedal Setting

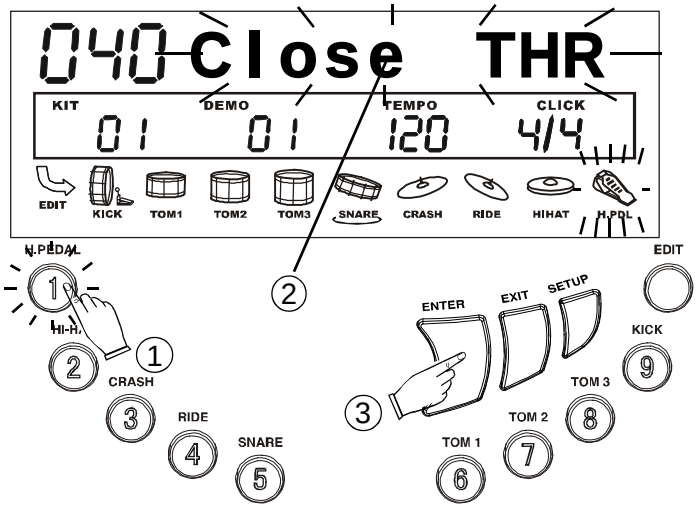
Strike the Hi-Hat pad without pressing the Hi-Hat control pedal to make open Hi-Hat sound (voice No. 240 - 258).

The Hi-Hat pedal has two zones for sound control, which is divided by Close Threshold point. Strike the Hi-Hat pad while pressing the Hi-Hat control pedal gradually to make consecutive open to close Hi-Hat sound when pedal position is higher than close threshold. When pedal position is lower than close threshold, striking the Hi-Hat pad makes close Hi-Hat sound (voice No. 215 - 239).

When press the pedal quickly and reach bottom position, it'll make Hi-Hat pedal sound (voice No. 259 - 265) and you don't need striking the Hi-Hat pad. The quicker the pressing, the higher the volume of the pedal sound. This bottom position is determined by Pedal Threshold.

The scale of Hi-Hat pedal movement is 0 - 127. 0 represents the lowest position of the pedal (completely pressed) and 127 represents the highest position (completely raised).
This feature allows you to set thresholds per your comfortable pressing strength.

The Close Threshold and Pedal Threshold can be adjusted in the Sensitive settings by pressing the H.PEDAL button; the Pedal icon will blink. The parameter will be "Close THR" and its current close threshold will be shown . Press the ENTER button to confirm.your

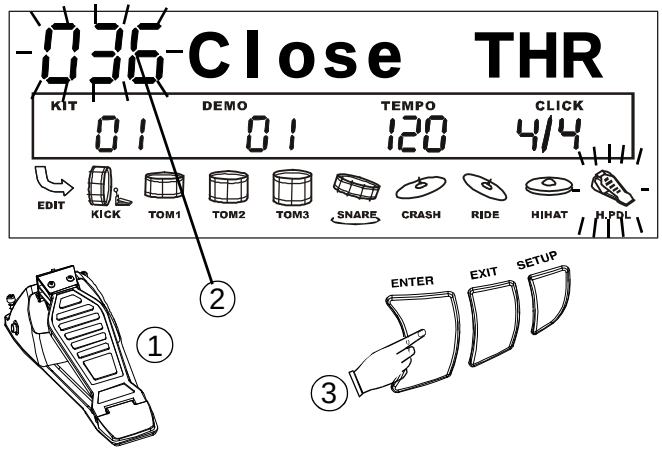


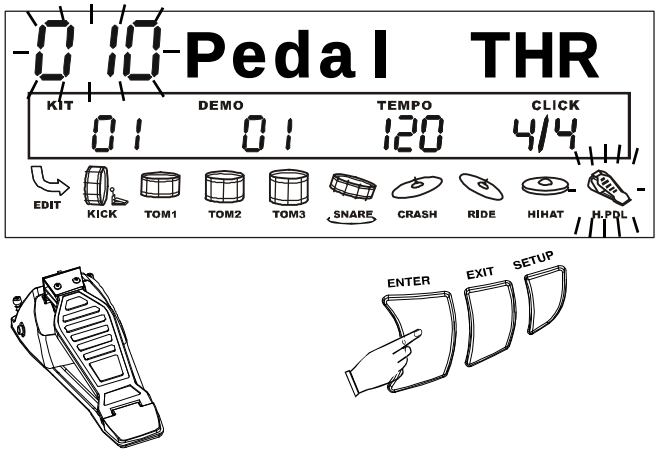
choice. Then, press the pedal to position you desire as close threshold while the real threshold value will be shown and blinking. You could try sound change by striking Hi-Hat pad.

Press the ENTER button to confirm and turn to the pedal threshold setting; the parameter is "Pedal THR".

Then, set the Pedal threshold in the same way above while you could try by pressing the pedal quickly.

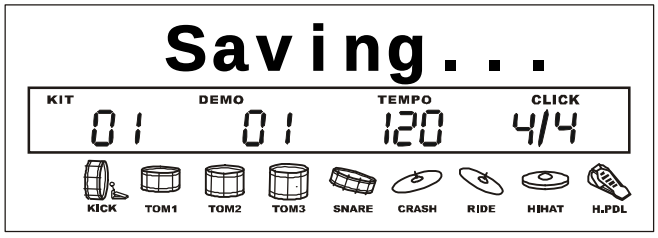
Press the ENTER button to confirm.
Press the EXIT button to exit current operation and back to Advanced menu.





Press the EXIT button to exit current operation and back to Advanced window.

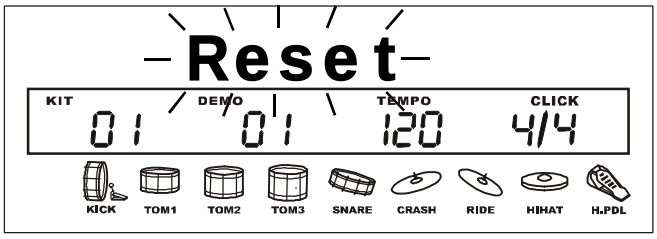
In the Advanced window, press the EXIT button to turn to the Kit Selection mode. If you did some changes during the Advanced setting, the changes will be saved automatically. The display will say “Saving...”

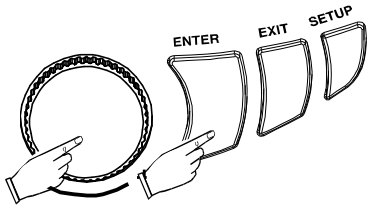


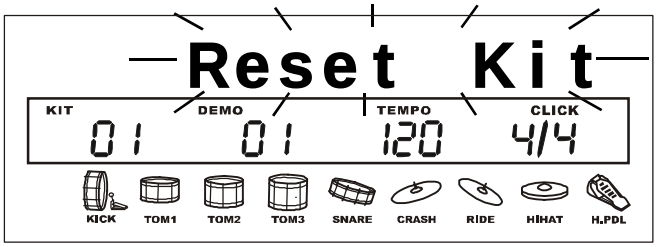
7. Reset

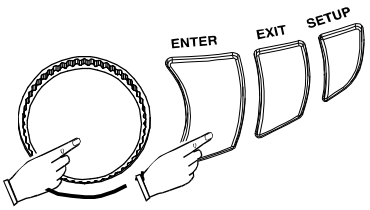
After setup, kit editing and recording, all of changes are saved in the unit. This feature allows you to recover the factory settings.

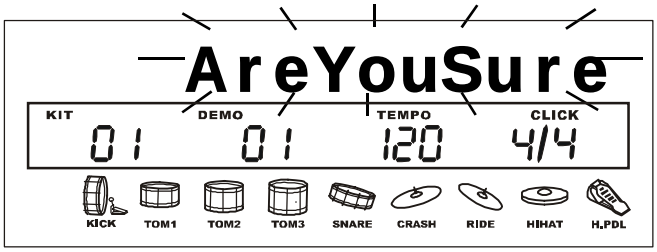
Select Reset in the parameter selection stage then press ENTER button. There are four types of reset operations can be selected. Rotate the DATA knob to select.

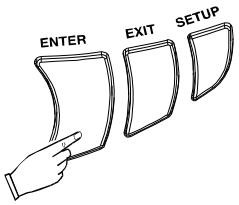












Reset Kit - Reset sound parameters in all User kits which changed during the kit editing. When “Reset Kit” is blinking, press the ENTER button. The display will show “AreYouSure”. Press the ENTER button to confirm or press the EXIT button to cancel. Then, it’ll return to the Setup parameter selection.

Reset Setup - Reset changes in Setup operation. When “ResetSetup” is blinking, press the ENTER button. The display will show “AreYouSure”. Press the ENTER button to confirm and return to the Kit Selection mode. Or, press the EXIT button to return to the Setup parameter selection.

Reset Song - Erase all songs recorded by user. When “Reset Song” is blinking, press the ENTER button. Press the ENTER button to confirm or press the EXIT button to cancel. Then, it’ll return to the Setup parameter selection.

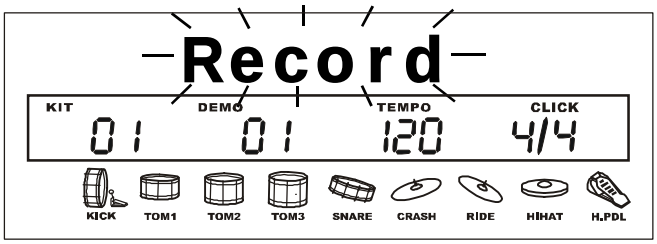
Reset All - Besides reset all items above, it also reset physical parameter changes in kits which changed during the kit advanced editing. When “Reset All” is blinking, press the ENTER button. Press the ENTER button to confirm or press the EXIT button to cancel. Then, it’ll return to the Setup parameter selection.

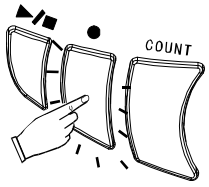
Note:

1. Don not strike any pad after press the ENTER button until it back to the Setup parameter stage or Kit Selection mode. It needs couple of second.
2. When enter the Setup mode from the Demo/ song stage, the reset operation is not available.

RECORD

Before recording, you should prepar neccessary settings including drum kit, metronome, tempo, time signature etc. Press the ● button to enter the record mode. The indicator will blink and the current tempo, time signature are shown on the display. Now, it is ready for recording.





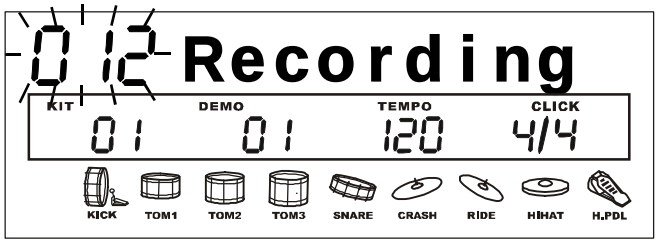
1. Record

After one meature count-in, the record starts immediately, no matter you strike drum pad or not. If the metronome is turned on, you can hear the metronome during the recording.

The record indicator will keep blinking.

The record measure count will appear on the display.

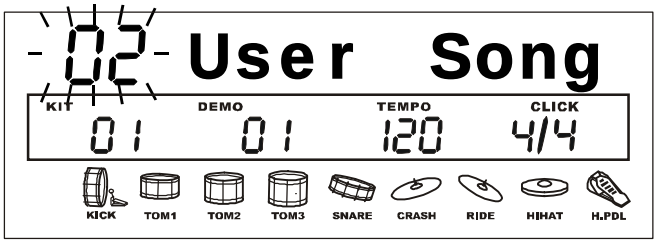
Press the ● button again to stop the recording. The display will go to the save stage.

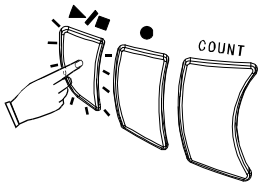


2. Play back your recording

After stop the recording, press the ▶/■ button to playback your recording. Press ▶/■ button again to stop the playback.

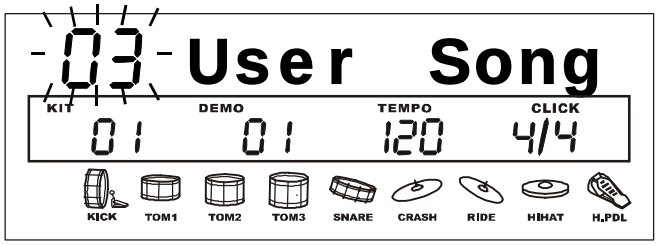
After you save the recording as User Song, In the Song mode you can also select user song to playback. Please refer to the <SONG> chapter in this Manual for details.

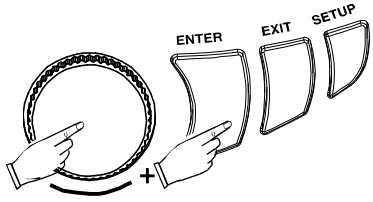




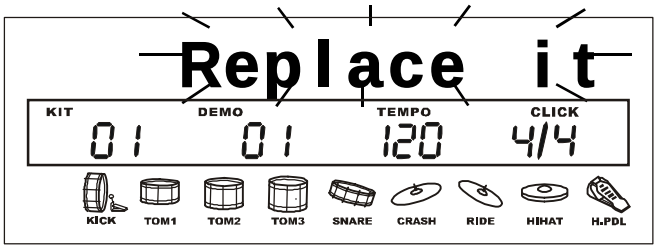
3. Save as a User Song

In the save operation, the User Song number for saving your record will blink. You may rotate the DATE knob to choose song name. Press the ENTER button to save recorded song, press the EXIT button to turn to the Kit Selection mode without saving.



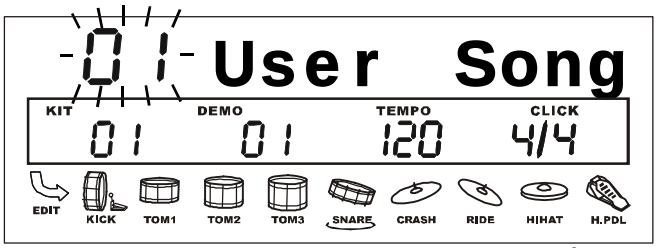


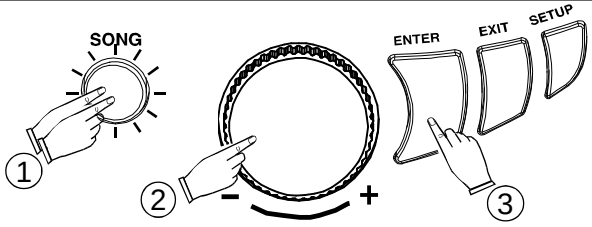
If the song name was already used for the previous recording, it'll ask you do you want to replace it with the new recording? Press the ENTER button to replace it or press the EXIT button to select another song number.

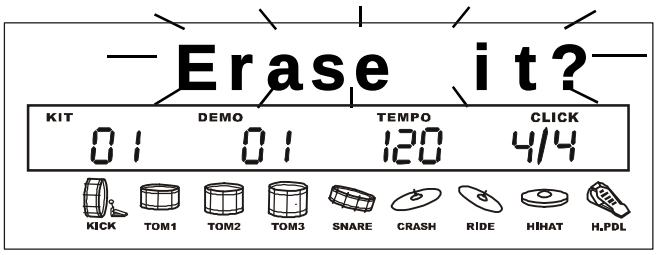


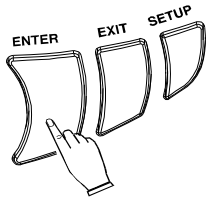
4. Erase User Song

In the Kit selection mode, press the SONG button twice to enter the User Song mode. Select an User song then press the ENTER button. " Erase it?" will appear on the display. Press the ENTER button to erase this song or press the EXIT button to give up erasing. Then, it'll return to the User Song mode.





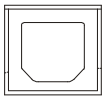




MIDI & USB

MIDI stands for Musical Instrument Digital Interface. This is a world wide standard communication interface that enables electronic musical instruments and computers to communicate with each other so that instructions and other data can pass between them. This exchange of information makes it possible to create a system of MIDI instruments and devices that offers far greater versatility and control than is available with isolated instruments. Whether you interface with computers, sequencers, expanders or other equipment your musical horizons will be greatly enhanced. For instance, you can edit your playing in computer or playback MIDI song from computer while play the drum.

USB - The USB connector allows you to connect the drum directly to your computer. It can connected without driver installation under the Windows XP, Windows Vista & MAC OSX environment. The drum will be recognized as USB Audio device to receive and transmit the same MIDI messages described above.



USB

MIDI APPLICATION CHART

Function	Transmitted	Recognized	Remarks
Basic Channel	10	1-16	
Note Number	0-127	0-127	
Velocity: Note ON	1-127	0-127	
Note OFF	64	0-127	
Major Controls:			
B9h 04h xxh	Yes	X	Hi-Hat pedal control
Bxh 79h 00h	Yes	Yes	Reset All Controller
Bxh 7Bh 00h	Yes	Yes	All Notes OFF
Program Change	X	Yes *	
System Exclusive	Yes	Yes **	
RPN	X **	Yes **	
NRPN	Yes	Yes **	

* Chanel 10 supports Bank 0 only

** If you need detailed information about Exclusive, RPN and NRPN, please contact your vender

Note: Transmited note through chanel 10 for each pad if fixed as below:

PAD	NOTE		PAD	NOTE
Tom1	48		Crash Edge	49
Tom1 Rim	62		Ride	51
Tom2	45		Ride Edge	59
Tom2 Rim	63		Hi-Hat Open	46
Tom3	41		Hi-Hat Close	42
Tom3 Rim	64		Hi-Hat Pedal	44
Snare	38		Kick	36
Snare Rim1	37		Ride Mute	6
Snare Rim2	40		Crash Mute	7
Crash	55			

KIT LIST

1	Universal		28	BlueSparkl		U05	UserKit05
2	Rock		29	Happy		U06	UserKit06
3	JAZZ		30	PopBrush		U07	UserKit07
4	Funk		31	SpaceKit		U08	UserKit08
5	Studio		32	Slap		U09	UserKit09
6	Session		33	MotoDrum		U10	UserKit10
7	ElecKit		34	Run		U11	UserKit11
8	Pop		35	PowerElec		U12	UserKit12
9	Djdrums		36	Bloom		U13	UserKit13
10	BeatBox		37	PopRock		U14	UserKit14
11	Thump		38	Modern		U15	UserKit15
12	HipHop		39	WalkIt		U16	UserKit16
13	BigRoom		40	Blues		U17	UserKit17
14	DoubleBass		41	Crusher		U18	UserKit18
15	Chinese		42	PowerJazz		U19	UserKit19
16	Latin		43	POW		U20	UserKit20
17	TexBlues		44	Brushes		U21	UserKit21
18	JoJo		45	Asian		U22	UserKit22
19	Jammer		46	Orchestra		U23	UserKit23
20	BigKit		47	MillionBux		U24	UserKit24
21	PixLily		48	BigAmb		U25	UserKit25
22	LayItDown		49	Roller		U26	UserKit26
23	Huge		50	MadDrum		U27	UserKit27
24	Match		U01	UserKit01		U28	UserKit28
25	ElecDrum		U02	UserKit02		U29	UserKit29
26	Natural		U03	UserKit03		U30	UserKit30
27	8oh8		U04	UserKit04			

Note: Default assignment for all User Kits is Universal

QUICK SELECTION

QUICK SELECTION BUTTON No.	KIT No.	KIT NAME
1	1	Universal
2	9	Djdrums
3	12	HipHop
4	15	Chinese
5	23	Huge
6	25	ElecDrum
7	36	Bloom
8	37	PopRock
9	50	MadDrum

VOICE LIST

No.	Display	Description	No.	Display	Description	No.	Display	Description
1	Kick 1	Standard Kick 1	46	Kick 46	Cartoon Kick	91	Snare 31	Standard Snare 5
2	Kick 2	Standard Kick 2	47	Kick 47	Disco Kick	92	Snare 32	FXS Snare 2
3	Kick 3	Low Kick 1	48	Kick 48	Low Kick 4	93	Snare 33	Power Snare 3
4	Kick 4	Standard Kick 3	49	Kick 49	Fusion Kick 1	94	Snare 34	Old Snare 1
5	Kick 5	Electronic Kick 1	50	Kick 50	Fusion Kick 2	95	Snare 35	Old Snare 2
6	Kick 6	Funk Kick	51	Kick 51	Fusion Kick 3	96	Snare 36	Power Snare 4
7	Kick 7	Electronic Kick 2	52	Kick 52	Jazz Kick 1	97	Snare 37	Old Snare 3
8	Kick 8	Standard Kick 4	53	Kick 53	Jazz Kick 2	98	Snare 38	Mute Snare
9	Kick 9	Standard Kick 5	54	Kick 54	Stick Kick	99	Snare 39	HipHop Snare 3
10	Kick 10	Low Kick 2	55	Kick 55	House Kick 2	100	Snare 40	HipHop Snare 4
11	Kick 11	Rock Kick 1	56	Kick 56	House Kick 3	101	Snare 41	HipHop Snare 5
12	Kick 12	Rock Kick 2	57	Kick 57	Power Q Kick	102	Snare 42	Fusion Snare
13	Kick 13	Rock Kick 3	58	Kick 58	Low Kick 5	103	Snare 43	Power Snare 5
14	Kick 14	Rock Kick 4	59	Kick 59	Q Kick 2	104	Snare 44	Rock Snare 6
15	Kick 15	Rock Kick 5	60	Kick 60	Hard Kick	105	Snare 45	Low Snare
16	Kick 16	Rock Kick 6	61	Snare 1	Standard Snare 1	106	Snare 46	Latin Snare 3
17	Kick 17	Rock Kick 7	62	Snare 2	Standard Snare 2	107	Snare 47	Electronic Snare 2
18	Kick 18	Q Kick 1	63	Snare 3	Standard Snare 3	108	Snare 48	Noise Snare
19	Kick 19	R&B Kick	64	Snare 4	Standard Snare 4	109	Snare 49	Electronic Snare 3
20	Kick 20	Room Kick 1	65	Snare 5	Q Snare 1	110	Snare 50	Jazz Snare 5
21	Kick 21	Latin Kick	66	Snare 6	Q Snare 2	111	Snare 51	Electronic Snare 4
22	Kick 22	Hiphop Kick 1	67	Snare 7	Q Snare 3	112	Snare 52	Electronic Snare 5
23	Kick 23	Hiphop Kick 2	68	Snare 8	Rock Snare 1	113	Snare 53	Funk Snare 3
24	Kick 24	Hiphop Kick 3	69	Snare 9	Electronic Snare 1	114	Snare 54	Rock Snare 7
25	Kick 25	Hiphop Kick 4	70	Snare 10	Rock Snare 2	115	Snare 55	Step Snare
26	Kick 26	Hiphop Kick 5	71	Snare 11	Jazz Snare 1	116	Snare 56	Rock Snare 8
27	Kick 27	Noise Kick	72	Snare 12	Jazz Snare 2	117	Snare 57	Rock Snare 9
28	Kick 28	Ord Kick 1	73	Snare 13	HipHop Snare 1	118	Snare 58	Rock Snare 10
29	Kick 29	Ord Kick 2	74	Snare 14	Power Snare 1	119	Snare 59	HipHop Snare 6
30	Kick 30	Ord Kick 3	75	Snare 15	Funk Snare 1	120	Snare 60	Q Snare 4
31	Kick 31	Ord Kick 4	76	Snare 16	Jazz Snare 3	121	Snare 61	Power Snare 6
32	Kick 32	Ord Kick 5	77	Snare 17	Rock Snare 3	122	Sn-Sid 1	Q Snare Rim 1
33	Kick 33	Ord Kick 6	78	Snare 18	Orc Snare	123	Sn-Sid 2	Q Snare Rim 2
34	Kick 34	High Kick 1	79	Snare 19	Rock Snare 4	124	Sn-Sid 3	Q Snare Rim 3
35	Kick 35	Vol Low Kick 1	80	Snare 20	Power Snare 2	125	Sn-Sid 4	Standard Snare Rim 1
36	Kick 36	High Kick 2	81	Snare 21	Latin Snare 1	126	Sn-Sid 5	Voc Snare Rim
37	Kick 37	Vol Low Kick 2	82	Snare 22	Rock Snare 5	127	Sn-Sid 6	Standard Snare Rim 2
38	Kick 38	Room Kick 2	83	Snare 23	Jazz Snare 4	128	Sn-Sid 7	Rock Snare Rim 1
39	Kick 39	High Kick 3	84	Snare 24	Voc Snare	129	Sn-Sid 8	Electronic Snare Rim
40	Kick 40	High Kick 4	85	Snare 25	HipHop Snare 2	130	Sn-Sid 9	Jazz Snare Rim
41	Kick 41	Step Kick	86	Snare 26	Latin Snare 2	131	Sn-Sid 10	FXS Snare Rim 1
42	Kick 42	Low Kick 3	87	Snare 27	Funk Snare 2	132	Sn-Sid 11	Voc Snare Rim 2
43	Kick 43	Room Kick 3	88	Snare 28	R&B Snare 1	133	Sn-Sid 12	Jazz Snare Rim
44	Kick 44	House Kick 1	89	Snare 29	FXS Snare 1	134	Sn-Sid 13	R&B Snare Rim
45	Kick 45	Power Kick 1	90	Snare 30	R&B Snare 2	135	Sn-Sid 14	Funk Snare Rim

VOICE LIST

No.	Display	Description	No.	Display	Description	No.	Display	Description
136	Sn-Sid 15	FXS Snare Rim 2	181	Tom-Mi 20	Latin Mid Tom 3	226	Hat-Cl 12	Rock Close 4
137	Tom-Hi 1	Q High Tom 1	182	Tom-Mi 21	Wood Mid Tom 2	227	Hat-Cl 13	R&B Close 1
138	Tom-Hi 2	Q High Tom 2	183	Tom-Mi 22	Mute Mid Tom	228	Hat-Cl 14	Standard Close 3
139	Tom-Hi 3	Q High Tom 3	184	Tom-Mi 23	Power Mid Tom 2	229	Hat-Cl 15	FXS Close 1
140	Tom-Hi 4	Q High Tom 4	185	Tom-Mi 24	Fusion Mid Tom	230	Hat-Cl 16	Standard Close 4
141	Tom-Hi 5	Standard High Tom	186	Tom-Mi 25	Q Mid Tom 3	231	Hat-Cl 17	Jazz Close 2
142	Tom-Hi 6	Rock High Tom 1	187	Tom-Lo 1	Q Low Tom 1	232	Hat-Cl 18	FXS Close 2
143	Tom-Hi 7	Jazz High Tom 1	188	Tom-Lo 2	Q Low Tom 2	233	Hat-Cl 19	Electronic Close 3
144	Tom-Hi 8	Rock High Tom 2	189	Tom-Lo 3	Q Low Tom 3	234	Hat-Cl 20	Voc Close
145	Tom-Hi 9	Funk High Tom	190	Tom-Lo 4	Standard Low Tom 1	235	Hat-Cl 21	Rock Close 5
146	Tom-Hi 10	Electronic High Tom 1	191	Tom-Lo 5	Rock Low Tom 1	236	Hat-Cl 22	Noise Close
147	Tom-Hi 11	Latin High Tom 1	192	Tom-Lo 6	FXS Low Tom	237	Hat-Cl 23	Standard Close 5
148	Tom-Hi 12	R&B High Tom	193	Tom-Lo 7	Jazz Low Tom 1	238	Hat-Cl 24	Standard Close 6
149	Tom-Hi 13	FXS High Tom 1	194	Tom-Lo 8	Rock Low Tom 2	239	Hat-Cl 25	Rock Close 6
150	Tom-Hi 14	Rock High Tom 3	195	Tom-Lo 9	Funk Low Tom	240	Hat-Op 1	Standard Open 1
151	Tom-Hi 15	Jazz High Tom 2	196	Tom-Lo 10	Jazz Low Tom 2	241	Hat-Op 2	Jazz Open 1
152	Tom-Hi 16	Old High Tom	197	Tom-Lo 11	Latin Low Tom 2	242	Hat-Op 3	Voc Open
153	Tom-Hi 17	Rock High Tom 4	198	Tom-Lo 12	Jazz Low Tom 3	243	Hat-Op 4	Rock Open 1
154	Tom-Hi 18	Wood High Tom 1	199	Tom-Lo 13	Power Low Tom 1	244	Hat-Op 5	Electronic Open 1
155	Tom-Hi 19	Electronic High Tom 2	200	Tom-Lo 14	Standard Low Tom 2	245	Hat-Op 6	Electronic Open 2
156	Tom-Hi 20	Wood High Tom 2	201	Tom-Lo 15	Room Low Tom	246	Hat-Op 7	Funk Open 1
157	Tom-Hi 21	FXS High Tom 2	202	Tom-Lo 16	Wood Low Tom 1	247	Hat-Op 8	FXS Open 1
158	Tom-Hi 22	Power High Tom	203	Tom-Lo 17	Electronic Low Tom 1	248	Hat-Op 9	Rock Open 2
159	Tom-Hi 23	Step High Tom	204	Tom-Lo 18	Noise Low Tom 1	249	Hat-Op 10	Funk Open 2
160	Tom-Hi 24	Room High Tom	205	Tom-Lo 19	Electronic Low Tom 2	250	Hat-Op 11	Electronic Open 3
161	Tom-Hi 25	Bk High Tom	206	Tom-Lo 20	R&B Low Tom 1	251	Hat-Op 12	FXS Open 2
162	Tom-Mi 1	Q Mid Tom 1	207	Tom-Lo 21	Noise Low Tom 2	252	Hat-Op 13	Standard Open 2
163	Tom-Mi 2	Q Mid Tom 2	208	Tom-Lo 22	Power Low Tom 2	253	Hat-Op 14	FXS Open 3
164	Tom-Mi 3	Standard Mid Tom 1	209	Tom-Lo 23	Hard Low Tom 1	254	Hat-Op 15	Electronic Open 4
165	Tom-Mi 4	Funk Mid Tom	210	Tom-Lo 24	Wood Low Tom 2	255	Hat-Op 16	Wood Open
166	Tom-Mi 5	Electronic Mid Tom 1	211	Tom-Lo 25	Mute Low Tom	256	Hat-Op 17	Half Open
167	Tom-Mi 6	Wood Mid Tom 1	212	Tom-Lo 26	Rock Low Tom 3	257	Hat-Op 18	R&B Open
168	Tom-Mi 7	Rock Mid Tom 1	213	Tom-Lo 27	Power Low Tom 3	258	Hat-Op 19	Jazz Open 2
169	Tom-Mi 8	Power Mid Tom 1	214	Tom-Lo 28	R&B Low Tom 2	259	Hat-Ped 1	Standard Pedal 1
170	Tom-Mi 9	Latin Mid Tom 1	215	Hat-Cl 1	Rock Close 1	260	Hat-Ped 2	Power Pedal
171	Tom-Mi 10	Rock Mid Tom 2	216	Hat-Cl 2	Jazz Close 1	261	Hat-Ped 3	Rock Pedal 1
172	Tom-Mi 11	Latin Mid Tom 2	217	Hat-Cl 3	Standard Close 1	262	Hat-Ped 4	Electronic Pedal
173	Tom-Mi 12	Standard Mid Tom 2	218	Hat-Cl 4	Funk Close 1	263	Hat-Ped 5	Rock Pedal 2
174	Tom-Mi 13	Rock Mid Tom 3	219	Hat-Cl 5	Rock Close 2	264	Hat-Ped 6	Funk Pedal 1
175	Tom-Mi 14	Room Mid Tom	220	Hat-Cl 6	Funk Close 2	265	Hat-Ped 7	Jazz Pedal 1
176	Tom-Mi 15	R&B Mid Tom	221	Hat-Cl 7	Rock Close 3	266	Crash 1	Standard Crash 1
177	Tom-Mi 16	Electronic Mid Tom 2	222	Hat-Cl 8	Electronic Close 1	267	Crash 2	Standard Crash 2
178	Tom-Mi 17	Jazz Mid Tom 1	223	Hat-Cl 9	Electronic Close 2	268	Crash 3	FXS Crash 1
179	Tom-Mi 18	HipHop Mid Tom 1	224	Hat-Cl 10	Standard Close 2	269	Crash 4	HipHop Crash
180	Tom-Mi 19	HipHop Mid Tom 2	225	Hat-Cl 11	Funk Close 3	270	Crash 5	DJ Crash

VOICE LIST

No.	Display	Description	No.	Display	Description	No.	Display	Description
271	Crash 6	Rock Crash 1	316	China 9	Chinese Sound 9	361	Perc 42	Castinets
272	Crash 7	Rock Splash	317	China 10	Chinese Sound 10	362	Perc 43	Surdo-Mu
273	Crash 8	Electronic Crash 1	318	China 11	Chinese Sound 11	363	Perc 44	Surdo-Op
274	Crash 9	Mute Crash	319	China 12	Chinese Sound 12	364	Perc 45	Full Shaker
275	Crash 10	Voc Crash 1	320	Perc 1	CowBell 01	365	Perc 46	Full Claves
276	Crash 11	Voc Crash 2	321	Perc 2	CowBell 02	366	Perc 47	Full Cabasa
277	Crash 12	Rock Crash 2	322	Perc 3	CowBell 03	367	Perc 48	Full Maracas
278	Crash 13	Jazz Crash 1	323	Perc 4	CowBell 04	368	Perc 49	Tamute 01
279	Crash 14	Standard Crash 3	324	Perc 5	CowBell 05	369	Perc 50	Tamute 02
280	Crash 15	FXS Crash 2	325	Perc 6	CowBell 06	370	Perc 51	Tamute 03
281	Crash 16	Wood Crash	326	Perc 7	Cowbell 07	371	Fxs 1	Voice Effect 01
282	Crash 17	Electronic Crash 2	327	Perc 8	Con-Hi	372	Fxs 2	Voice Effect 02
283	Crash 18	Standard Crash 4	328	Perc 9	Con-Lo 01	373	Fxs 3	Voice Effect 03
284	Crash 19	Jazz Crash 2	329	Perc 10	Con-Lo 02	374	Fxs 4	Voice Effect 04
285	Crash 20	Standard Splash	330	Perc 11	Met Click	375	Fxs 5	Voice Effect 05
286	Crash 21	Standard Crash 5	331	Perc 12	Met Bell	376	Fxs 6	Voice Effect 06
287	Crash 22	Standard Crash 6	332	Perc 13	Hand Clap	377	Fxs 7	Voice Effect 07
288	Ride 1	Standard Ride 1	333	Perc 14	Chin Cy	378	Fxs 8	Voice Effect 08
289	Ride 2	Standard Ride 2	334	Perc 15	Tambourine	379	Fxs 9	Voice Effect 09
290	Ride 3	Rock Ride 1	335	Perc 16	Vibraslap	380	Fxs 10	Voice Effect 10
291	Ride 4	Standard Ride Bell	336	Perc 17	Bongo-Hi	381	Fxs 11	Voice Effect 11
292	Ride 5	Crash Ride	337	Perc 18	Bongo-Lo	382	Fxs 12	Voice Effect 12
293	Ride 6	Rock Ride 2	338	Perc 19	Conga-Mu	383	Fxs 13	Voice Effect 13
294	Ride 7	Electronic Ride 1	339	Perc 20	Conga-Op	384	Fxs 14	Voice Effect 14
295	Ride 8	FXS Ride 1	340	Perc 21	Conga-Lo	385	Fxs 15	Voice Effect 15
296	Ride 9	Electronic Ride 2	341	Perc 22	Timbale-Hi	386	Fxs 16	Voice Effect 16
297	Ride 10	Voc Ride	342	Perc 23	Timbale-Lo	387	Fxs 17	Voice Effect 17
298	Ride 11	Wood Ride	343	Perc 24	Agogo-Hi	388	Fxs 18	Voice Effect 18
299	Ride 12	FXS Ride 2	344	Perc 25	Agogo-Lo	389	Fxs 19	Voice Effect 19
300	Ride 13	Jazz Ride 1	345	Perc 26	Cabasa	390	Fxs 20	Voice Effect 20
301	Ride 14	Electronic Ride 3	346	Perc 27	Maracas	391	Fxs 21	Voice Effect 21
302	Ride 15	Electronic Ride 4	347	Perc 28	Whistle-Sh	392	Fxs 22	Voice Effect 22
303	Ride 16	Standard Ride 3	348	Perc 29	Whistle-Lg	393	Fxs 23	Voice Effect 23
304	Ride 17	Jazz Ride 2	349	Perc 30	Guiro-Sh	394	Fxs 24	Voice Effect 24
305	Ride 18	FXS Ride 3	350	Perc 31	Guiro-Lg	395	Fxs 25	Voice Effect 25
306	Ride 19	Pride Bell 1	351	Perc 32	Claves	396	Fxs 26	Voice Effect 26
307	Ride 20	Pride Bell 2	352	Perc 33	Block-Hi	397	Fxs 27	Voice Effect 27
308	China 1	Chinese Sound 1	353	Perc 34	Block-Lo	398	Fxs 28	Voice Effect 28
309	China 2	Chinese Sound 2	354	Perc 35	Cuica-Mu	399	Fxs 29	Voice Effect 29
310	China 3	Chinese Sound 3	355	Perc 36	Cuica-Op	400	Fxs 30	Voice Effect 30
311	China 4	Chinese Sound 4	356	Perc 37	Trian-Mu	401	Fxs 31	Voice Effect 31
312	China 5	Chinese Sound 5	357	Perc 38	Trian-Op	402	Fxs 32	Voice Effect 32
313	China 6	Chinese Sound 6	358	Perc 39	Shaker	403	Fxs 33	Voice Effect 33
314	China 7	Chinese Sound 7	359	Perc 40	Jingle Bell	404	Fxs 34	Voice Effect 34
315	China 8	Chinese Sound 8	360	Perc 41	Bell Tree	405	Fxs 35	Voice Effect 35

VOICE LIST

No.	Display	Description	No.	Display	Description	No.	Display	Description
406	Fxs 36	Voice Effect 36	411	Fxs 41	Voice Effect 41	416	Fxs 46	Voice Effect 46
407	Fxs 37	Voice Effect 37	412	Fxs 42	Voice Effect 42	417	Fxs 47	Voice Effect 47
408	Fxs 38	Voice Effect 38	413	Fxs 43	Voice Effect 43	418	Fxs 48	Voice Effect 48
409	Fxs 39	Voice Effect 39	414	Fxs 44	Voice Effect 44			
410	Fxs 40	Voice Effect 40	415	Fxs 45	Voice Effect 45			

INDEX

1 - 60	Kick drum
61 - 121	Snare head
122 - 136	Snare rim
137 - 161	Hi-Tom
162 - 186	Middle-Tom
187 - 214	Low-Tom
215 - 239	Hi-Hat close
240 - 258	Hi-Hat open
259 - 265	Hi-Hat pedal
266 - 287	Cash Cymbal
288 - 307	Ride Cymbal
308 - 319	Chinese percussion sound
320 - 370	Other percussion sound
371 - 418	Effect sound

SPECIFICATIONS

	KIT A	KIT B
Pad Configuration	3 X 8” Tom (without rim), 8” Snare (double rims), 12” Crash cymbal (with edge and choke), 12” Ride cymbal (without edge and choke), 8” Hi-Hat, 8” Kick, Hi-Hat pedal	3 X 8” Tom (with rim), 8” Snare (double rims), 12” Crash cymbal l (with Edge & choke), 12” Ride cymbal l (with Edge & choke), 8” Hi-Hat, 8” Kick, Hi-Hat pedal
Voice	418	
Drum Kit	80 including 50 preset kits and 30 user kits	
Demo Song	52, Full, Drum Only and Mute mode	
Sound Effects	Reverb effect with professional DSP processor	
Equalizer	8 preset types	
Metronome	Tempo, Time signature, Sound	
Count Exercise	1 – 3 minutes	
Setup Menu	Accomp & Drum volume for Demo, Master tuning, count sensitivity, Equalizer, Advanced (Sensitivity, Dynamic range, Velocity Curve, Cross talk, Hi-Hat Pedal), Reset	
Pad Edit	Voice, Volume, Pan, Pitch, Reverb level,	
Record	10 Songs	
Display	Custom back-light LCD	
Power	9V DC	
Aux. Socket	Headphone, Line In/Out, USB, Power In	

HD-008 DIGITAL DRUM

USER'S MANUAL

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